run 5

THE JOURNAL OF STRATEGIC STUDIES GROUP

Issue 13

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Featured in this Issue

- **Champions Hill** - Pemberton's mistake dooms Vicksburg
- **State Farm 79** - 11th Panzer Division to the rescue
- **Civil War Rosters** - Detailed OBs for Vols II & III
- **Battlefront TO&Es** - Data for Germany and Russia

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STONES RIVER
GETTYSBURG
CHICKAMAUGA
CHATTANOOGA

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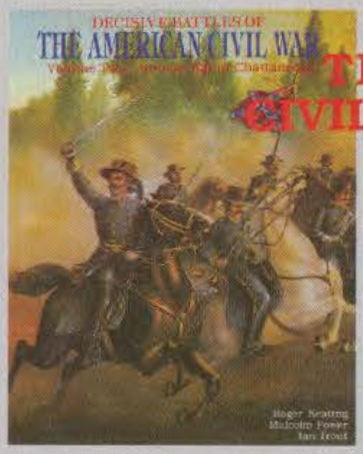
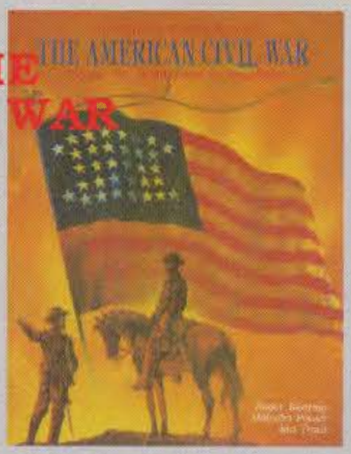
Or will you, as George Gordon Meade, stop the Army of Northern Virginia at Gettysburg and fatally turn the war against the Confederacy... ?



THE CIVIL WAR



WILDERNESS
SPOTSYLVANIA
COLD HARBOR
ATLANTA
FRANKLIN
NASHVILLE

Can you, commanding the veterans of Robert E. Lee's Army of Northern Virginia, stop Ulysses S. Grant's Army of the Potomac from capturing Richmond... ?
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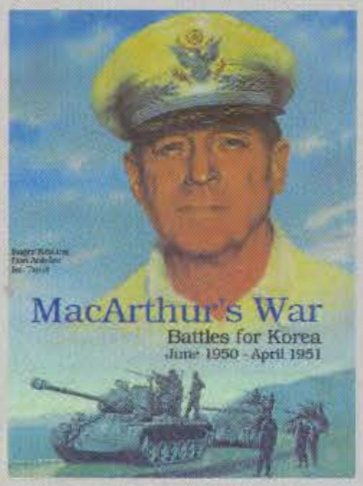

The Korean War

'Across the 38th'
Taejon
Naktong Bulge
Unsan
Chongchon
Chosin Reservoir
Chipyong
Imjin

The ***Battlefront Game System*** mechanics are so simple to use, you will be issuing orders like a veteran within ten minutes of assuming command.

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Editor
Ian Trout
Assistant Editor
Stephen Hart
Contributing Editors
Roger Keating
Gregor Whiley
Danny Stevens
Malcolm Power
Mark Holman
Andrew Taubman
U.S. Operations
John Gleason
Illustrator
Nick Stathopoulos
Mentor
Ken Trout
Colour Artwork
John Mockridge
Graphus Pty Limited
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Australian Office
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American Office
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Run 5 is available wherever you buy our games or you can order it direct from SSG. Subscription rates are shown on p.4.

IBM Disk Subscriptions

From Issue 13 onwards, we will be offering disk subscriptions to IBM/Tandy users. You will need to tell us whether you prefer 3.5" or 5.25" format. If you don't specify a format, you will receive the 5.25" diskette. The cost remains the same as other disk subscriptions.

If you wish to switch from a Commodore or Apple subscription to an IBM subscription, just let us know.

When we find the time, we intend to transfer all previous scenario disks from magazine issues 1-12 into IBM format and allow new users to acquire them or current users to upgrade to them. We'll keep the cost as low as possible; it will depend on how many scenarios we can fit onto a disk.

Ugrading to New Machines

We have received a large number of requests from our users to upgrade a particular title from one machine to another. In response to this demand, we have decided upon the following policy.

Any title from our range may be upgraded from one machine to another for a cost of $USD20 (North America) or $AUD25 (Elsewhere). You must send us the original program disk and the front page of the manual from that game. We will send you a complete copy of the new version of the game.

For example, if you wish to upgrade a C-64 version of *Halls of Montezuma* to the IBM/Tandy version, you should send us the original C-64 disk, the front page of the manual and the appropriate cheque, money order or MC/Visa number.

North American users must send their components and funds to our US Office. Everybody else must use our Australian Office. The addresses are on page 4.

EDITOR'S CHANCE

Late Again

Another apology is due our patient readership. Issue 13 has been delayed while we prepared our first IBM subscriptions; i.e. we had to get the game systems on the market before we could sell disks.

The Winner Is...

Mike Brasher from Albuquerque, New Mexico is the co-winner of our *Decisive Battles* competition. His Champions Hill scenario appears in this issue. The other winner will be announced next issue.

Next Issue

Issue 14 will contain the second winning entry from our *Decisive Battles* competition as well as a new Battlefront scenario covering the German breakthrough at Sedan which led to the collapse of the Allied armies in France in 1940. Other articles will include a *Decisive Battles* replay and the Battlefront OB data for Japan *et al.*

Just Released

Since the publication of Issue 13, we have released *Decisive Battles of the*

Continued on p.13

Macintosh Disk Subscriptions

From Issue 14 onwards, we will be offering disk subscriptions to Macintosh users. The cost remains the same as other disk subscriptions. If you wish to switch from a Commodore or an Apple subscription to an Mac subscription, just let us know.

When we find the time, we intend to transfer all previous scenario disks from magazine issues 1-13 into Mac format and allow new users to acquire them or current users to upgrade to them.

LETTERS TO THE EDITOR

We have had quite a response to our editorial in Issue 12. Thanks for the moral support. Your encouraging comments are just the tonic needed to counter an unsympathetic bank manager.

Things haven't got any worse since I last wrote and we are quietly confident that sales may pick up a little going into Christmas.

Gentlemen,

I fell that it would be tragedy if the Beancounters determined that Historical Wargames should no longer be available as a computer gaming product. We already have few enough opportunities to play really good simulations that ask a person to think. It is unfortunate that the arcade has invaded the home computer market with "shoot-em-up" games that teach nothing but hand-eye coordination and challenge nothing but stamina.

I genuinely hope that you can find a solution that keeps the quality products coming. Unfortunately, I cannot assist you by making any strategic purchases right now since I already own every product you make for my machine. However, I would like to put a plug in for the sole source of nearly all my computer wargames:

BURNS SOFTWARE
1114 1/2 Jackson Highway South,
Sheffield, Alabama 35660
USA

Phone: (205) 381 4691

They represent a refreshing oasis in an area of Alabama that is nearly devoid of any intelligent wargames, both computerized and non-computerized.

Good luck in your crusade. I hope you win big.

Kenneth G. Wastrack
Muscle Shoals, AL
USA

Dear Sirs,

I am extremely distressed to hear the large distribution chains in the US have decided to cut back on the numbers of titles they carry. While I do not claim to be an expert on such marketing strategies, I do agree with your analysis of the situation.

Being a US Air Force officer stationed overseas, I am not in a position to influence a local retail sales outlet. However, I can and do have some influence on the Army and Air Forces Exchange Service which is one of the largest wholesale buyers in the US. I visit my Base Exchange weekly to see what new software they have received. And I let them know when they don't have what I want. I am pleased to say they do carry a large selection of SSG titles and can special order others from their large distribution centres in the US.

I take heart in the confidence I have in the capitalist economic system where demand drives supply. A product as excellent as yours will always draw a large demand from that segment of the market interested in wargaming. I am especially encouraged by how you continue to improve the playability, historical accuracy and excitement generated by your outstanding play system. I recently played one of the new SSI wargames and was totally disappointed in the play system - BORING. I spent a good part of three hours watching the little numbers at the bottom corner of the screen change values.

So, cheer up and press on!

Major Ronald Burkholder,
USAF

Gentlemen,

This letter is written in response to the editorial in issue #12 of Run 5 explaining the new policy taken by many US distributors of entertainment software to limit the number of historical titles they carry.

Although I have just recently become acquainted with your games (I purchased *Rommel* for the Apple about three months ago and *Russia* just yesterday) I am very impressed with your products and your magazine to support those products. I believe computer gamers everywhere are entitled to the best product for their money and your games give that and much more.

I live in the desert area of Southern California and have a bit of difficulty in obtaining good strategic software without driving for several hours. The chain stores closest to me do carry several of your titles but I would like to see the entire line (I'll talk to them about that).

As for the reduction in titles to be carried by the distributors, I hate to think about being unable to obtain these great games because they no longer want to stock them. I think this should be left up to the consumer public and I intend to encourage my friends to purchase your games and to help inform those stores in my area bout our desire to see more titles of strategic games on their shelves, not less.

Apart from my Apple IIC+, I also have a Macintosh Plus computer but have found it very difficult to get good (read any) strategic software for this machine in the past. Relief swept through me when I read in *Run 5* about many of your games now being available in the Macintosh format. Thankyou! This has apparently been grossly overlooked by most other publishers. The Macintosh isn't just for executives with white shirts and no time to "play games". The Mac is an excellent game machine when someone bothers to write good entertainment software for it. I no longer feel left out.

A friend of mine, who also owns a Macintosh and has been plagued with the same problem, will be greatly relieved when I give him the news. Thank you for your time and thanks again for making a number of fine games. PLEASE keep up the good work.

Scott K. Haralson,
USA

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REACH FOR THE STARS
UPGRADE
At last. ***Reach for the Stars*** (3rd Ed.) is completed. If you own a second edition copy of the game, you can upgrade it to third edition **(Apple II or C64 version)**. Issue 8 contains a strategy article on the new RFTS. You must enclose the front page of the second edition rulebook and the original disk to be eligible for the upgrade.

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STATE FARM 79

Defending the Chir River

December 8th - 10th, 1942

A Scenario for the Battlefront Game System

by Ian Trout

The summer of 1942 had gone badly for the Soviet Army. The disaster at Kharkov had been followed by the rout of just about all Russian troops from Voronezh to the Black Sea. Stalingrad, the Grozny oil-fields and the Caucasus were all but undefended. It seemed to the world that Germany was on the verge of crushing their age-old foe for once and for all.

Hitler dithered. A helpless Stalingrad was ignored as the German panzers dashed off on a wild-goose chase toward Astrakhan on the Caspian Sea. A precious month was lost before the panzer divisions, all of them depleted from the rigours of their headlong gallop, were recalled and directed to the crucial Volga River port-city of Stalingrad.

It was no longer undefended. The Russians had made the most of Hitler's gift. Fortifications had sprung up everywhere and twenty infantry divisions now barred the way. More ominous still was the Soviet strategic reserve being assembled both above and below the city.

The German drive on Stalingrad dragged on throughout September and October. Street fighting favours the defender and German casualties began to sky-rocket. Replacements were scarce. At the end of September, General von Wietersheim commanding 14th Panzer Corps, at that time protecting the northern flank of General von Paulus' 6th Army, recommended that all German forces withdraw behind the Don River unless adequate replacements were immediately forthcoming.

The withdrawal was not made; Hitler did not consider it compatible with the spirit of his strategic vision. Nor were the replacements found. All von Wietersheim accomplished was his own dismissal! Stalingrad became a disaster just waiting to happen.

Three tank corps, two cavalry corps and twenty-one infantry divisions were assembled at Kremenskaya while a further two tank corps and nine infantry divisions formed up at Beketonskaya. On November 19th, the Soviets struck. In three days the northern and southern prongs of the Russian pincer had closed at the village of Kalatsch on the Don River, about 40 miles due west from Stalingrad. Von Paulus' first reaction was to attempt a breakout but Hitler forbade the idea and on Goering's promise to deliver 600 tons of supplies

A NOTE FOR IBM USERS

This is the first time we have provided subscription disks for IBM users and a note of explanation is necessary. There are two State Farm 79 files on the disk. One is for use with the Halls of Montezuma Master Disk and the other is for use with the Rommel, and subsequent, Master Disks. Your Master Disk (whichever one you use) will select the correct file.

The major difference between the Master Disks is the graphics. The Rommel Master Disk uses "full-map", 16-colour graphics for both the map and units as well as smooth unit animation.

IBM users who intend to create the scenarios from the data provided in the magazine should read the notes of explanation provided at the end of the "Creating the Scenario" section.

IBM users with EGA or VGA cards should also read the notes on .LBM files.

Equipment

0	
1	Lorry
2	Half Trk
3	Mxd AT
4	105mmHow
5	150mmHow
6	Sd 251s
7	Pz IIIs
8	Pz IVs
9	Assault
10	SMGs
11	T-26s
12	T-34/76s
13	Rifle
14	76mm Gun
15	SU-122s
16	Katushas
17	45mm AT
18	Armd Car

per day by air, ordered the hapless 6th Army to hold on. A rescue operation would be mounted.

Goering's braggadocio was soon shown up for what it was. The Luftwaffe seldom managed to deliver 100 tons a day! The situation inside Stalingrad quickly became desperate. Sixth Army's capacity to defend itself, let alone escape the trap, was fading fast.

Assigned the task of rescuing von Paulus was General Hoth's 4th Panzer Army, at this time holding the line, if thinly, from Kotelnikov south to Elitsa and the Caucasus. (Hoth's attack is recreated in the original *Battlefront* game.)

Also assigned to the relief attempt was 11th Panzer Division from 48th Panzer Corps; this formation would kick off from Nizhna Chirskaya at the junction of the Don and Chir Rivers, 60 miles southwest of Stalingrad.

It was not to be. On December 7th, 3 days before the rescue operation was to get underway, the Soviets launched a new offensive. Rather than concentrate their forces to meet the expected German counter-attack, the Soviet High Command chose to strike at the weak Italian and Rumanian screen holding the Don River from Veshenskaya to Nizhna Chirskaya. The poorly equipped Axis troops shattered on impact producing a fresh crisis for Germany.

11th Pz was immediately detached to stem a breakthrough made by the 1st Soviet Tank Corps and this is the action recreated in this scenario. The German 336th Infantry Division held the line of the Chir River from Nizhna Chirskaya to Nizhna Kalinovski, a front of about 20 miles. The Soviet armoured thrust found a weak spot on the left flank of the infantry and by the afternoon of the 7th had penetrated southward as far as State Farm 79.

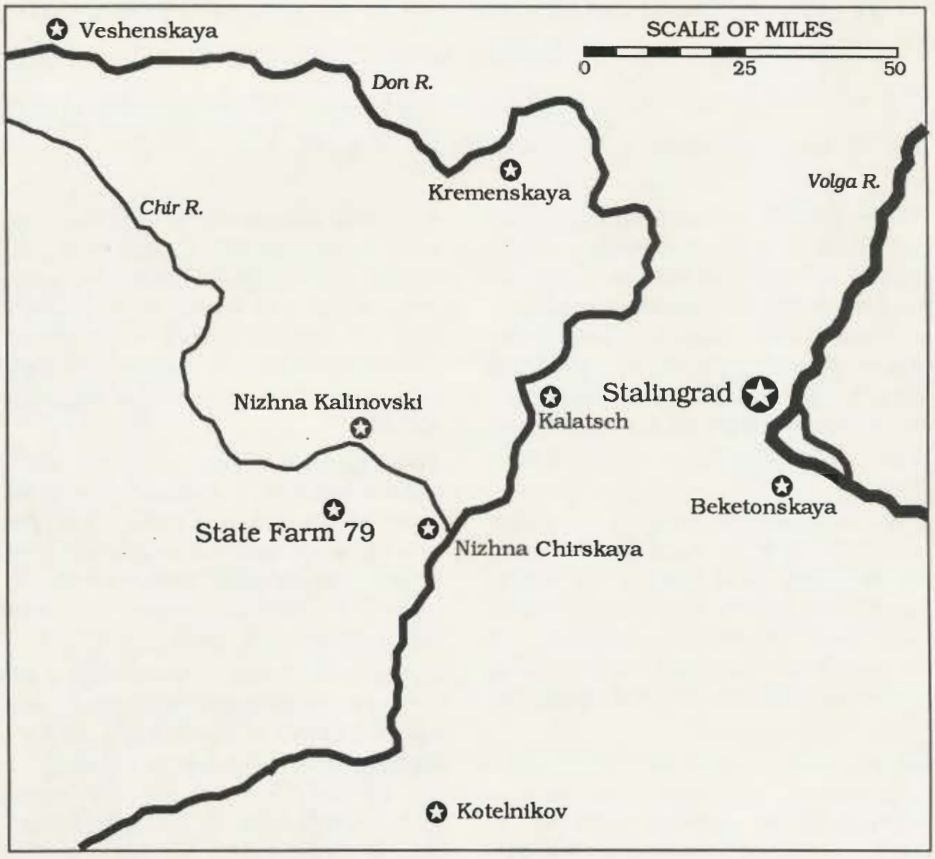
11th Panzer reached the scene on the evening of the 7th and some skirmishing occurred. A conference at 48th Panzer Corps HQ that night resolved to execute an enveloping movement on the following morning. The 111th Pz Gren Regt together with all the tanks from the 15th Pz Regt approached the Collective Farm from the high ground to the northwest while the 110th Pz Gren Regt and the division's engineer and anti-tank guns were to set up north of Verchne Solonovski and prevent the Russians from escaping the net.

The Russians were caught by surprise just as they were preparing to move against the rear of 336th Infantry and in two days were driven back to the Chir River.

This scenario sets up a battle between a typical German Panzer Division and Soviet Tank Corps. The Russians won't be caught by surprise here and the battle will become a tense struggle.

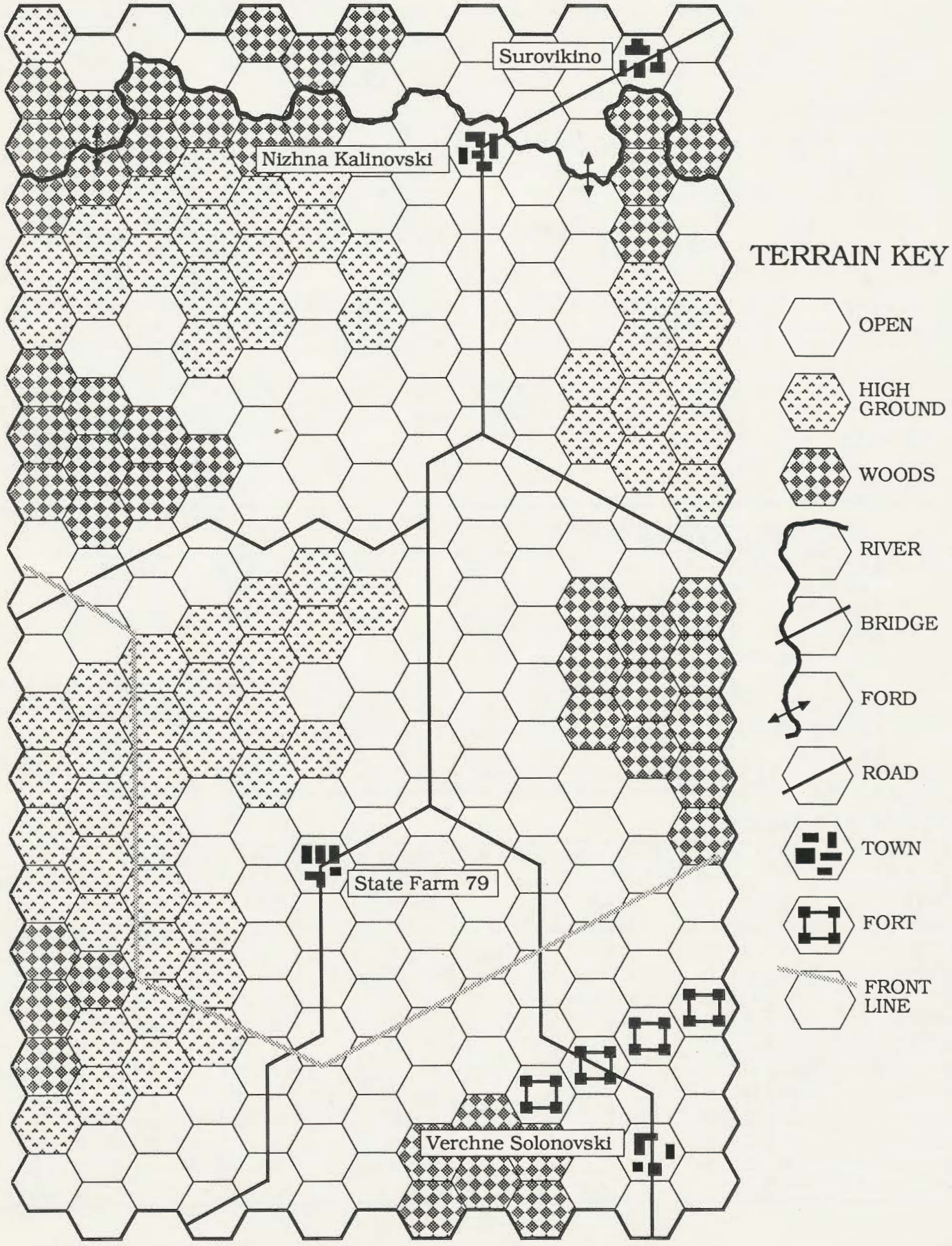
The 11th Pz went on to contain numerous Russian breakthroughs along the Chir River over the following days and then covered the retreat back to Rostov

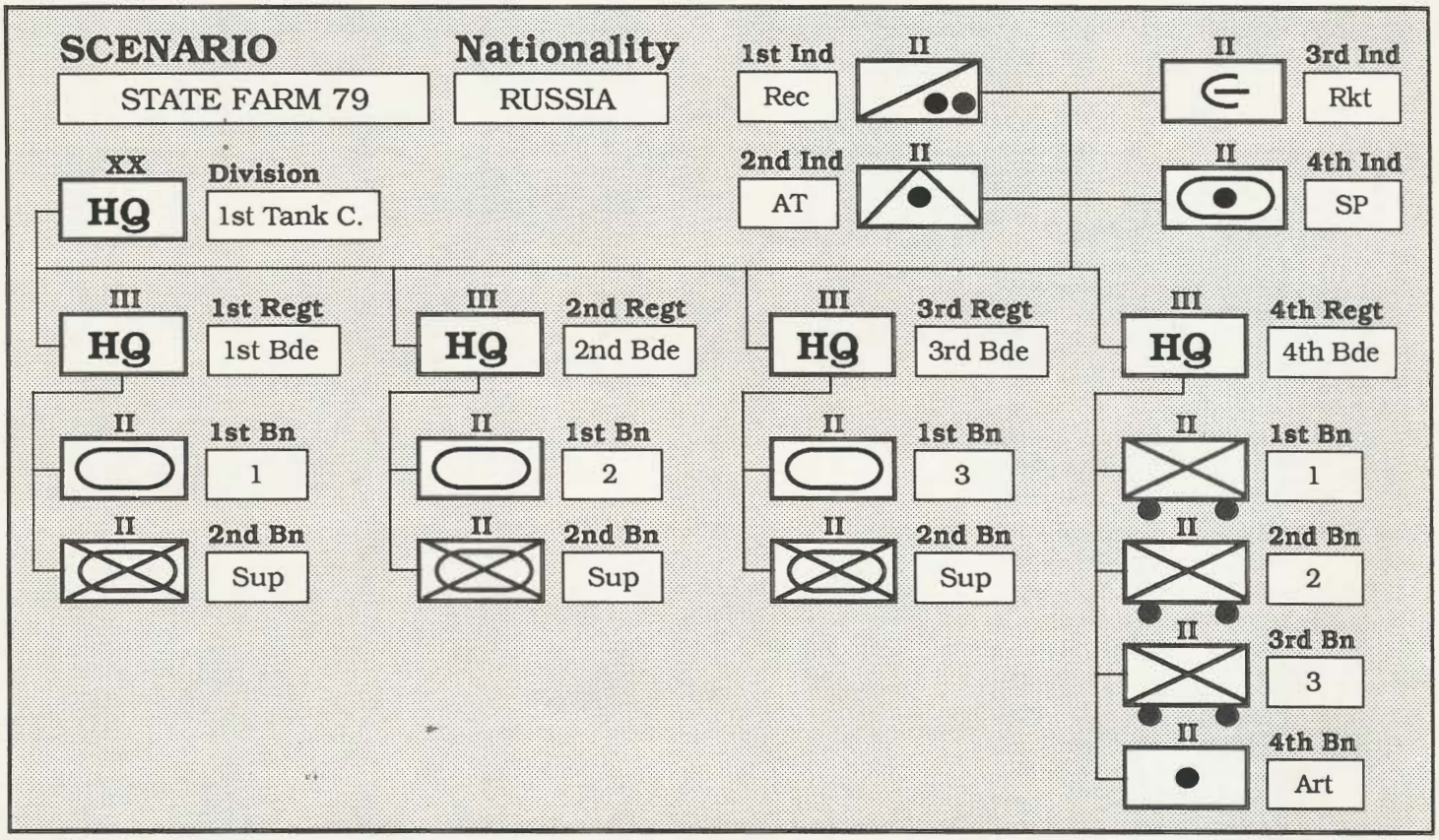
Continued on p.12



Stalingrad Campaign
Location Map

STATE FARM 79 - Map



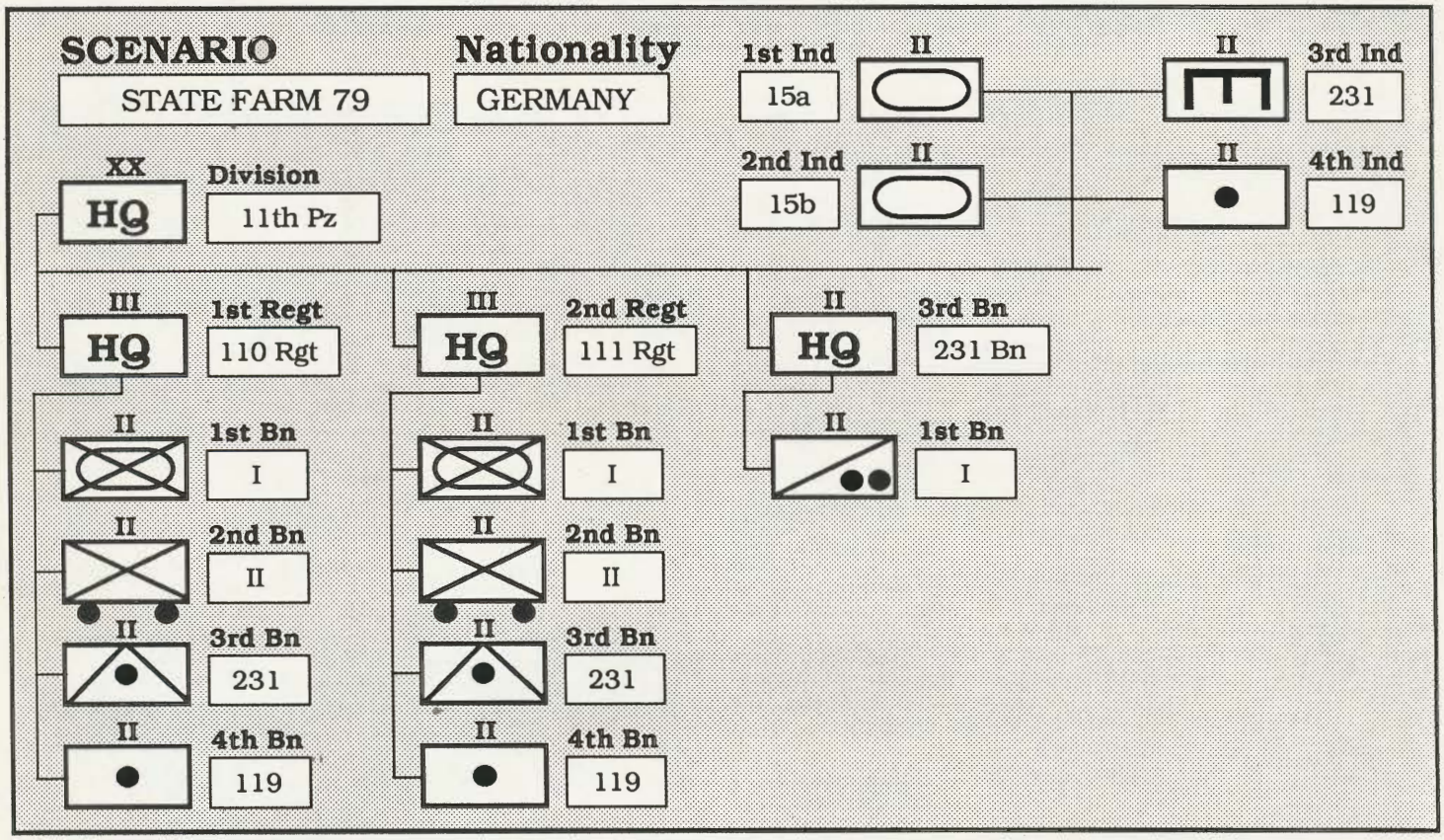


HEADQUARTERS DATA

FORMATION	HQ	XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	1st TkC	1st Bde	2nd Bde	3rd Bde	4th Bde
UNIT TYPE	[8]	Tank	Tank	Tank	Tank	Mot'ized
HQ ADMIN	0-7	4	4	4	4	4
LEADERSHIP	0-7	6	4	7	4	5
HQ SUPPLY	0-7	4	5	5	5	4
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	7	N/A	N/A	N/A	N/A
ARRIVAL	0-99	0	N/A	N/A	N/A	N/A
LOCATION	(x,y)	6,13	N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1	Sup			2	Sup			3	Sup			1	2	3	Art	Rec	AT	Rkt	SP
LOCATION	(x,y)	8,14	7,13			8,3	8,2			12,0	12,0			5,15	4,15	5,13	6,14	12,0	5,14	9,1	12,0
CLASS	0-13	11	2			11	2			11	2			1	1	1	13	6	9	13	13
MODE	0-3	0	0			0	0			0	0			0	0	0	0	0	0	0	0
EQUIPM'T	0-31	12	10			12	10			12	10			13	13	13	14	18	17	16	15
MOVEMENT	0-31	12	12			12	12			12	12			10	10	10	7	16	8	10	10
ARRIVAL	0-99	0	0			4	4			7	7			0	0	0	0	5	0	4	7
MAX STREN.	0-15	12	6			12	6			12	6			9	9	9	4	6	9	4	4
INIT. STREN.	0-15	10	4			9	4			12	6			7	7	6	4	4	8	4	4
RATING	0-15	10	5			10	5			10	5			9	9	9	6	5	5	11	10
RANGE	0-15	1	0			1	0			1	0			0	0	0	7	0	0	4	7
FATIGUE	0-7	4	4			5	5			7	7			4	4	4	5	4	5	5	5
EXPERIENCE	0-7	4	4			4	4			4	4			4	4	4	4	4	4	4	4
ATTACHM'T	0-4	N/A	N/A			N/A	N/A			N/A	N/A			N/A	N/A	N/A	N/A	2	1	2	3



HEADQUARTERS DATA

FORMATION	HQ	XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	11th Pz	110 Rgt	111 Rgt	231 Bn	
UNIT TYPE	[8]	Panzer	Pz Gren.	Pz Gren.	Recon	
HQ ADMIN	0-7	6	5	5	4	
LEADERSHIP	0-7	7	5	6	5	
HQ SUPPLY	0-7	5	6	6	7	
BRITTLE	0-1	0	0	0	0	
MOVEMENT	0-31	7	N/A	N/A	N/A	
ARRIVAL	0-99	0	N/A	N/A	N/A	
LOCATION	(x,y)	11,19	N/A	N/A	N/A	

BATTALION DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	I	II	231	119	I	II	231	119	I								15a	15b	231	119
LOCATION	(x,y)	9,18	11,17	12,17	10,20	0,12	0,13	0,13	0,13	0,10								0,12	0,13	10,18	12,19
CLASS	0-13	2	1	9	13	2	1	9	13	6								11	11	7	13
MODE	0-3	0	0	0	0	0	0	0	0	0								0	0	0	0
EQUIPM'T	0-31	2	1	3	4	2	1	3	4	6								8	7	9	5
MOVEMENT	0-31	12	10	10	7	12	10	10	7	16								12	12	10	7
ARRIVAL	0-99	0	0	0	0	1	1	1	2	3								1	1	0	0
MAX STREN.	0-15	12	12	6	4	12	12	6	4	6								9	9	12	8
INIT. STREN.	0-15	10	11	5	4	10	10	5	4	6								8	7	10	7
RATING	0-15	6	8	11	10	6	8	11	10	6								11	9	10	12
RANGE	0-15	0	0	1	8	0	0	1	8	0								1	1	0	10
FATIGUE	0-7	5	5	5	6	5	5	5	6	4								4	4	5	6
EXPERIENCE	0-7	5	5	5	5	5	5	5	5	5								5	5	5	5
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	2	2	1	1

STATE FARM 79 - Briefing

AXIS	ALLIED
SIDE [16]: GERMANY	SIDE [16]: RUSSIA
CORPS [16]: 48 Panzer Korps	CORPS [16]: 5th Tank Army
COMMANDER [16]: Gen. Balck	COMMANDER [16]: Gen. Semlov

DAY	NIGHT	SUPPORT	DAY	NIGHT
10	0	QUANTITY (0-99)	12	0
2	0	RELIABILITY (0-3)	2	0
9	0	RATING (0-15)	7	0

AIR SUPERIORITY (0-7)

STATUS = 4
RELIABILITY = 1

WEAK ALLIED
ERRATIC

SCENARIO [16]: State Farm 79

BRIEFING [26]: Defending the Chir River
December 8th - 10th, 1942

(0-3)	START =	0	
(1-31)	DATE =	8	am 8th DEC 1942
(1-12)	MONTH =	12	
(0-99)	YEAR =	42	
(0-20)	CENTURY =	19	
(1-16)	LENGTH =	3	
(0-3)	WEATHER =	3	CLEAR
(0-7)	FORECAST =	5	STABLE
(0-7)	CLIMATE =	0	EUROPEAN
(0-31)	MECH MIN =	7	

BRITTLENESS		NIGHT CAPABLE	
(0-9)	AXIS = 00 %	(0-1)	AXIS = 0
(0-9)	ALLIED = 00 %	(0-1)	ALLIED = 0

STATE FARM 79 - Terrain Effects Chart

TERRAIN CODE (T0-T15)	TERRAIN NAME [10]	TERRAIN COSTS PER HEX		ATTACK EFFECTS		
		MECH (0-31)	NON-MECH (0-31)	ARM (0-7)	ART (0-7)	INF (0-7)
T0	-	-	-	-	0	0
T1	Open	2	1	7	7	7
T2	High Ground	2	1	6	6	6
T3	Woods	5	2	4	4	6
T4	-	-	-	-	-	-
T5	-	-	-	-	-	-
T6	-	-	-	-	-	-
T7	-	-	-	-	-	-
T8	-	-	-	-	-	-
T9	-	-	-	-	-	-
T10	-	-	-	-	-	-
T11	-	-	-	-	-	-
T12	-	-	-	-	-	-
T13	-	-	-	-	-	-
T14	-	-	-	-	-	-
T15	-	-	-	-	-	-
-	ROAD	1	1	N.A.	N.A.	N.A.
-	FORT	N.A.	N.A.	2	2	3
-	CITY	N.A.	N.A.	3	3	4
-	BRIDGE	3	2	4	7	5
-	RIVER	N.A.	4	3	7	4

STATE FARM 79 - Obj'tives and Misc. Factors

I.D.	Name [11]	Map Loc [x,y]	Div. (0-3)	Start (1-99)	End (1-99)	Pts/Turn (0-30)	Pts/End (0-255)
1(AX)	State Farm	5,14	1	1	11	5	0
2(AX)	Verchne So'	11,19	1	1	11	1	1
3(AX)	Nizhna Kal'	8,2	0	1	11	10	0
4(AX)	-	-	-	-	-	-	-
5(AX)	-	-	-	-	-	-	-
6(AX)	-	-	-	-	-	-	-
7(AX)	-	-	-	-	-	-	-
8(AX)	-	-	-	-	-	-	-
9(AX)	-	-	-	-	-	-	-
10(AX)	-	-	-	-	-	-	-
11(AX)	-	-	-	-	-	-	-
12(AX)	-	-	-	-	-	-	-
1(AL)	State Farm	5,14	1	1	11	10	25
2(AL)	Verchne So'	11,19	1	1	11	10	25
3(AL)	Nizhna Kal'	8,2	0	1	11	1	1
4(AL)	-	-	-	-	-	-	-
5(AL)	-	-	-	-	-	-	-
6(AL)	-	-	-	-	-	-	-
7(AL)	-	-	-	-	-	-	-
8(AL)	-	-	-	-	-	-	-
9(AL)	-	-	-	-	-	-	-
10(AL)	-	-	-	-	-	-	-
11(AL)	-	-	-	-	-	-	-
12(AL)	-	-	-	-	-	-	-

ADJACENT ENEMY HEX PENALTY (AXIS/ALLIED) (0-15)

1st Hex =	2	2	4th Hex =	5	8
2nd Hex =	3	4	5th Hex =	5	8
3rd Hex =	4	6	6th Hex =	5	8

VICTORY POINTS PER STRENGTH POINT ELIM. (0-15)

	MECH	NON MECH
AXIS	2	0
ALLIED	1	0

MAP SIZE

ACROSS (0-2)	0
DOWN (0-3)	2

where it sustained heavy losses keeping open the escape route of Army Group A.

4th Panzer Army's attempt to break into the Stalingrad pocket failed and in January 1943, von Paulus surrendered the remnants of 6th Army, some 90,000 irreplaceable troops.

CREATING THE SCENARIO

If this is the first time you have tried to transfer a magazine scenario onto a save-game disk, we recommend you follow these directions. The letters in parentheses after each heading refer to the corresponding section in any of the Battlefront Game System manuals.

Note that if you are building up the scenario from an IBM/Tandy version of the game, there are a couple of additional data entries to be made. These are noted where applicable. Furthermore, there is some additional information for IBM users at the end of this section. Be sure to read it, especially if you have an EGA/VGA card and want to take advantage of our "full map" graphics.

Preparing the disk [3]. Boot up the Master Disk and select <CREATE> from Menu H. Select <SCENARIO> from Menu B. <LOAD> any historical scenario. You have been processed through to Menu J. Select the <DISK> line from that menu.

If you have one disk drive, remove the Master Disk and replace it with a blank disk. If you have two disk drives, remove the Scenario Disk from the second drive and replace it with a blank disk.

Select <FORMAT> from the on-screen menu. Once this is done, select <SAVE> from the menu and store the scenario in any unused save-game location. Select <CLEAR> from Menu J and erase both map and data. Save again in the same location. This procedure prepares the template on which we will build the Meiktila scenario.

The ***WarPlan***™ menus are displayed on the back of the game menus card. Refer to this when necessary.

If possible, we recommend you prepare this scenario with any of the Halls of Montezuma, Rommel or MacArthur's War master disks. If you are using the earlier Battlefront or Battles in Normandy master disks then a few variables will have to be omitted. These are noted in the text. Note that these restrictions apply only to Apple II and C-64 users.

Corps Details [5.31]. Enter the data from the Briefing table.

Scenario Details [5.32]. Enter the data from the Briefing table. Ignore the Century, Climate, Brittleness and Night Capable variables when using the BF/BIN master disks.

Map Size [5.11]. Enter the data from the Map Size table.

Define Terrain [5.12]. Enter the data from the Terrain Effects Chart. If you are using a HOM/ROM/MW master disk, you can use ***WarPaint***™ to create the customised terrain icons of your choice.

Define Miscellaneous Factors [5.13]. Enter the relevant factors from the Miscellaneous Factors table and the appropriate part of the Terrain effects Chart.

Create Map [5.14]. Use the accompanying map to build up the screen map. Do not forget to assign control to each hex as indicated by the Front Line marking on the map. All hexes south of the front line are under German control.

Save the game again. How often you save really depends on how lucky you feel. After several major disasters, I choose to save after each section is completed.

Equipment Roster [5.22]. Enter the data from the Equipment table.

Troop Creation [5.21]. The Germans and Russians each have one division. Enter the data from the OB charts into the appropriate locations.

Objectives [5.23]. Enter the data from the Objectives table. Note there has been an additional variable introduced into the Objective data base in *Rommel* (IBM) and *Halls of Montezuma* (Mac) and all subsequent releases. Objectives which have a division assigned to them may be designated as defensive objectives. Only the specified division will be affected by this condition and it operates only while the objective is under friendly control. A regiment from the specified division will be despatched to the objective and will defend it as long as the time reference applies. In this scenario, Verchne Solonovski is a defensive objective for the Germans and State Farm 79 is a defensive objective for the Russians.

Minor Combat Effects (IBM) [5.33]. The Fort Enhancement value is 2. The City Enhancement value is 0. The General Enhancement value is 5. IBM users can experiment with play balance by increasing the enhancement values to toughen a side or decreasing them to weaken a side.

Finally, save again and the scenario is ready to play.

NOTES FOR IBM USERS

IBM users with CGA, MCGA, Tandy or Hercules graphics, or using the first edition of *Halls of Montezuma*, can create the scenario using the advice given above.

IBM users with EGA or VGA cards and the *Rommel* (or subsequent) master disk have access to our "full-map" graphic routines. When creating the map or the unit icons, you must first disable the "full-map" graphics. To do this, run the program as rom f which will by-pass the "full-map" graphics. Select a scenario as a template as explained above and save it in a save-game location. Build up the map in the usual way and save when finished. The rest of the data for the scenario may be entered with the "full-map" graphics either disabled or enabled.

Re-boot the program (this time with the "full-map" graphics enabled) and use the "full-map" *WarPaint*™ tool to build up the map. In other words, the "full-map" graphics are only graphic images and do not affect the play of the game.

A NOTE ON .LBM FILES

The .lbm files contain the graphic images. DPaint2™ from Electronic Arts can be used to manipulate the file. Up to 250 hexes can be created but DPaint2™ must be used to change the size of the .lbm file. To do this, use the 'Page Size' function to alter the height of the file.

The *Rommel* program reads the size of the .lbm file on loading and adjusts the *WarPaint*™ values automatically. If you don't want to worry about manipulating .lbm files, choose a scenario with a 250-hex .lbm file as the template to build the new scenario on.

When saving an .lbm file, a temporary file is created first. When the temporary file is successfully saved the original is deleted and the temporary file renamed. This means there must be enough space on the current disk to hold the temporary file.

PLAYER'S NOTES

The Soviet player must hang onto the farm for as long as possible. If you can keep control of it for the first 4 turns, you are almost certainly going to win. Don't worry about attacking the fortifications north of Verchne Solonovski; your chance of breaking through is minimal. Once the Germans capture the farm, go onto the defensive. Reinforcements will arrive from the north.

The German player must capture the farm as soon as possible and then do his best to destroy the Russian force. The Panzer battalions are your most powerful asset and they should be assigned to whichever Pz Gren Regt is in the position to do the most damage. Add in the divisional artillery as well.

A NOTE ON THE GAME SYSTEM

In contrast to most board games, movement allowances are expended after a unit has moved into a hex; i.e. provided at least 1 MP remains, a battalion will always move one hex. Only the ***Battlefront Game System*** handles movement this way. Our other games all require a unit to have the full cost of moving into a hex available before they can move into it.

VARIANTS

(1). Suppose the Russian reinforcements were better positioned at the start of the German attack. Change the arrival turn for all Soviet reinforcements to 0.

(2). The impact of the German attack shattered the Russian motorized troops within hours. To reflect this effect, make the 4th Russian regiment (the Motorized regiment) brittle. Assign a brittleness level of 40%. ◆

EDITOR'S CHANCE
Continued from p.2

American Civil War (Vol II) and *Rommel* for IBM and *Fire King* for the C-64.

About To Be Released

Here's what we expect to release before Christmas.

September - *Halls of Montezuma* (Mac), *Gold of the Americas* (IBM).

October - *Decisive Battles Vol III* (IBM), *Panzer Battles* (AII, C64, Mac, IBM), *Fire King* (IBM).

November - *Gold of the Americas* (Amiga), *Halls of Montezuma* (IIGS, Amiga)

December - *Russia* (IBM)

Coming Up in the New Year

Projects we intend to complete in the early part of 1990 are the *Twilight 2000*™ role-playing system (IBM first), *Carriers at War* (IBM) and *Battle of the Bulge* (IBM first). More on these in the next issue.

WarRoom™

Roger and I have been working on our new intelligence structure for several months and we plan to introduce it in the completely revised *Russia* which will be released for the IBM in December. If it works out as well as we predict, you can expect to see it used in all our games from then on.

Subscriptions

IBM and Macintosh (from Issue 14) users can now take out disk subscriptions to *Run* 5. The details appear on p.2. Amiga and IIGS users will be able to take up disk subscriptions from Issue 15. ◆

LETTERS
Continued from p.3

Dear Sirs,

I read in the last issue of Run 5 that you were relying on word-of-mouth for your advertising and you can't know how far you are right. In fact, I personally discovered SSG by chance. One day I read an article in a computer software magazine talking about your games, in such a way that they didn't seem very attractive. Then, some months, or years, later, a friend of mine bought your *Decisive Battles of the American Civil War (Vol. II)*, not knowing at all what it was. He just wanted a wargame on his C-64/128 and this one was the only one available in the shop. We have been both so impressed that we now own nearly all of your wargames and are planning to buy the ones we do not yet have. We became SSG addicted, ready to purchase all new product. Even SSI faded away in front of your games. We have also purchased issues 1 to 11 of your magazine and I have typed nearly all the scenarios.

I think you should advertise more because you are not nearly as well known as you should be. I really think it would be positive.

As I have typed nearly all the scenarios from Run 5, I have noticed some mistakes. I would like to let you know about them:

Firstly, I ask you to stop writing "Le Harve" instead of "Le Havre" for the name of this city located in the north of France, which happens in all of your software including action in France.

Next, in your Armee de l'air scenario, you have reversed the locations of two French towns: Marignane and Plivot. Marignane (in fact, three or four miles from my place) should be located at 17-35 instead of 17-20 and Plivot should be located at 17-20 instead of 17-35.

In the Blitz scenario, there is a typographical error in the magazine for the squadron 213. It should read Fatigue 6 and Night ops N, I think. Moreover, Squadron 1 isn't allocated - where should it be assigned? In the Zitadelle scenario, for the airfield 42 you typed Damage Control 22 instead of 2.

In the Flying Tigers scenario, for airfield 41, you assigned Squadron 110 in spite of the fact that this squadron should only be used for a variant. So I think that squadron 110 should be erased from airfield 41's order of battle for the basic scenario.

And lastly, in the Gilberts Strike scenario, I think that ship classes 48 and 49 should be rated Y for seaplane availability. In addition, one DD is missing from Allied TG 6 (according to the Order of Battle). Which destroyer should be transferred?

In the third place, I would like to ask you a question about *Reach for the Stars*, second edition. What are the differences between the four different types of spaceship, in terms of flight performance or fighting ability and from a technological point of view too? Is one slower than another, have greater firepower or a greater resistance to hits?

I would also like to add a few suggestions concerning your future products. What are the chances of seeing a version 1.3 of *Carriers at War*, or even a second edition? There are a lot of enhancements you could add to this already great game, such as for example, a new map design routine like the one for Battlefront. You could also add a fast load to the game, because the time elapsed between the order and the action phase is really too long. Lastly, I think you could add some combat reports to this game, such as the ones in *Europe Ablaze*, with a display of the types and name of the airplanes involved in a fight, the name of the ships attacked (if known) and a number for the losses, even if it is only an estimation made by the pilots.

My letter wouldn't be complete if I didn't say how great your games are and how much fun they are to play. I am sure I have spent more time in front of my computer screen playing your games (sometimes with my friends) than I've spent before my books revising my exams ...

I would like to congratulate all the SSG Team, because your work is very near to perfection and I hope you will keep on with such good work.

Patrice Forno
Vitrolles
FRANCE

Dear Sirs,

Almost two years ago I wrote to you with a plea to save *Road to Appomattox*, since a rumour had started that the project was dead. My letter was answered in *Run 5* and subsequently at the Origins convention in Baltimore, that answer being that the project was most definitely alive.

Since no mention has been made of the work in progress in the last several issues of *Run 5* I had intended to renew my plea, or at least ask for an update of progress (or lack thereof) in *Run 5*. Now, however, having received Issue 12, I find that not only RTA may be dead but your company (at least wargame-wise) as well.

I don't want to be too hard on fantasy simulations (and I have crunched my share of monsters over the years), but the thought of having my entertainment purchase options restricted to these, submarine simulators (which probably outnumber the total number of submarines in all the world's naval inventories) and arcade games is truly depressing.

During my experience with gaming (which started with Avalon Hill and SPI), I have seen a consistent evolution with virtually every board game and computer simulation company. This is as follows:

1. New dynamic military simulations from fresh innovative game company.

2. Increasing sales and distribution and greater variety of titles as company expands.

3. The introduction of SF and Fantasy games accompanied by statement by company CEO that their "roots" (ie military simulations and that constituency) will not be forgotten.

4. The gradual crowding out of the whole military/strategic genre.

I realise economic realities are the driving force behind this pattern, one which I have seen affect AH, SPI, GDW, SSI and now perhaps yourselves, but I hope at least some strategic simulations (RTA!!!!!) will survive. Disney studios still put out cartoons because they feel it is part of their heritage.

I realise the solution to the problem is to combat the distribution chain pencil pushers as outlined in your article. Unfortunately, I am not optimistic about combating this attitude since the "quick buck", "bottom line" attitude is the same one that has fueled the US's post WWII economic decline and threatens to do to us what Adolf and Tojo could not.

I would like, however, to describe the software market in my area and make a suggestion or two. I live in Norfolk, Va, a major military area. For some reason there are very few software outlets in the area. I get most of my software from Tevex by mail but there are two distributors in my area that are rather large:

1. Walden Software, part of the book distribution chain. They have a rather large selection including at least two or three of yours and maybe six SSI military simulations at all times. I haven't noticed a decline over the last few months.

2. Electronic Boutique, which is a mall based chain and where I definitely have noticed a decline in titles (especially strategy and especially yours). Generally, SSG's and SSI's are only the latest releases, if at all.

My suggestion, besides word of mouth to my friends about your games (which I do anyway) is probably a long shot. In my area (and probably nationally) Radio Shack Stores all carry some software (a great deal by your distributor, EA). Since they have a great deal of traffic and their Tandy machines fueled the IBM clone transition in the software market, getting a game or two of yours on display or listed in their catalogue couldn't hurt.

My other idea is to put out a state-of-the-art groundbreaking simulator or fantasy game which everyone wants and then tie distribution of this game to some of your other titles.

I would also like to put in a good word for John Gleason, who has been nothing but helpful and enthusiastic about SSG every time I have called for information.

I do hope you will include some mention of RTA in your next *Run 5* or two for those die-hards among us.

Robert Gurske,
Ware Neck, Va. USA

Continued on p.31

CHAMPIONS HILL

Prelude to Vicksburg

May 16th, 1863

A Scenario for the *Decisive Battles System*

by Michael R. Brasher

The 20th-Century historian, Maj-General J. F. C. Fuller wrote "The drums of Champions Hill sounded the doom of Richmond". Confederate defeat at Champions Hill made inevitable the fall of Vicksburg and Port Hudson and the capture of about 37,000 men and vast stores of munitions. The 47-day siege of Vicksburg was an anti-climax to this battle.

Never again would the Confederacy possess three powerful field armies to contest the advancing Union forces. The remnants of the Army of Mississippi and East Louisiana would be absorbed into the Confederate Army of Tennessee and the Army of Northern Virginia or go on to man various garrison posts after being exchanged, but would never again fight together as a unified Confederate field army.

THE BACKGROUND

On April 30th, 1863, General Ulysses S. Grant had transported some 22,000 Unions troops to the east side of the Mississippi River below Vicksburg, the greatest amphibious operation in American history up to that time. Vainly, Maj. Gen. Bowen led a composite Confederate force to try and contain the beachhead. On May 1st, 1863, the Battle of Port Gibson was fought and although Bowen struck the Federals hard, reinforcements from Pemberton were not available in time. Bowen's force was no match for the two full Union corps thrown against him. Thus began the period of manoeuvring south and east of Vicksburg, the Confederates generally hoping to keep the Big Black River between themselves and the Union army. Wheeling the Union Army of the Tennessee eastward toward the interior of the state of Mississippi, Grant's forces dispersed a Confederate task force under Brig-General John Gregg at the Battles of Raymond on May 12th, 1863 and Jackson on May 14th, 1863. This task force was a part of the "Army of Relief" General Joseph E. Johnston was assembling for Pemberton's support. After taking Jackson, Sherman's corps remained in the capital city, destroying railroad

A NOTE FOR IBM USERS

This is the first time we have provided subscription disks for IBM users and a note of explanation is necessary. There are two Champions Hill files on the disk. One is for use with the Decisive Battles Vol II Master Disk and the other is for use with the Decisive Battles Vol III Master Disk. Your Master Disk (whichever one you use) will select the correct file.

The major difference between the Master Disks is the graphics. The Vol III Master Disk uses 16-colour unit icons and smooth unit animation.

IBM users who intend to create the scenarios from the data provided in the magazine should read the notes of explanation provided at the end of the "Creating the Scenario" section.

IBM users with EGA or VGA cards should also read the notes on .LBM files.

CHAMPIONS HILL - Small Arms & Artillery

SMALL ARMS #	1-31	1	2	3	4	5	6	9	12
SM. ARMS I.D.	[11]	Rifle Mus	S'bore Mus	Carbine	Breechl'der	Pistol	Shotgun	Mxd Carbine	Mxd Rifle
RANGE	0-1	1	1	1	1	1	1	1	1
FIRE VALUE	0-7	5	2	4	5	0	1	4	4
MELEE VALUE	0-7	6	6	6	4	6	6	5	6

ARTILLERY #	1-31	16	17	18	19	20	21	22	23
ARTILLERY I.D.	[11]	16pd S'bore	Napoleon	12pd How	24pd How	6pd Rifle	3" Rifle	10pd Parrot	20pd Parrot
RANGE	0-5	2	3	2	3	3	4	3	4
RATE OF FIRE	0-7	4	4	4	3	3	3	4	3
EFFECT'NESS	0-7	2	5	3	4	3	4	3	4
PENETRATION	0-7	1	2	1	2	2	4	3	5

ARTILLERY #	1-31	24	25	26
ARTILLERY I.D.	[11]	10pd Rodman	James Rifle	Naval Gun
RANGE	0-5	4	4	4
RATE OF FIRE	0-7	3	4	1
EFFECT'NESS	0-7	4	4	5
PENETRATION	0-7	4	3	7

tracks and stores. During this time, Gen. Johnston was desperately trying to get Pemberton to leave the Vicksburg "trap" and join him northeast of Jackson.

Unfortunately for the Confederates, Grant's agents intercepted the dispatches between Johnston and Pemberton, and so knew every planned Rebel move.

Determined to destroy Pemberton's army before it could link up with Johnston, Grant hurried his divisions in the direction he knew Pemberton would have to travel to accomplish Johnston's orders. Leaving only one division of Sherman's corps to complete the destruction of Jackson, the Army of the Tennessee was placed on three roughly parallel roads westward towards Edwards Depot.

THE STAGE IS SET

Records tell us that Saturday May 16th, 1863 dawned bright and clear. The three Union columns, numbering some 32,000 troops, were in motion by 6.00 am. Pemberton at this time was placed in a position of having to counter-march his army back towards a junction with Johnston after an abortive attempt to locate and cut Grant's now non-existent supply line back to Grand Gulf on the Mississippi River. Pemberton's column, numbering some 23,000 troops (Pemberton claimed to Johnston to have only about 16,000, a gross understatement), consisting of three divisions.

Stevenson's division, now in the vanguard, made up almost half of Pemberton's troop strength. Bowen's two-brigade division was made up of 4,600 crack Trans-Mississippi veterans, and Maj-General Loring's division of about 7,500 men now brought up the rear of Pemberton's counter-marching column. Pemberton had left two divisions (Smith's and Forney's) behind to man the Vicksburg defenses, about one third of his available troop strength.

Shortly, scouts would bring word that Union columns had been sighted on both the Raymond and Middle Roads approaching Edwards Depot. Dispatching regimental-strength task forces to slow the advancing Union columns, Pemberton's primary concern was the safety of the army's wagon trains. Assigning escort duty to Col. A. W. Reynolds' East Tennessee brigade, the train was safely evacuated across Baker's Creek. Pemberton at this time (about 9.00 am) might have been feeling somewhat smug with the results of his manoeuvring so far. It now seemed that he would be able successfully to withdraw his army from contact with the Union columns and join Johnston somewhere north of the Mississippi Southern Railroad; this despite his excessive delays. His supply wagons had already cleared the Crossroads and were west of Baker's Creek.

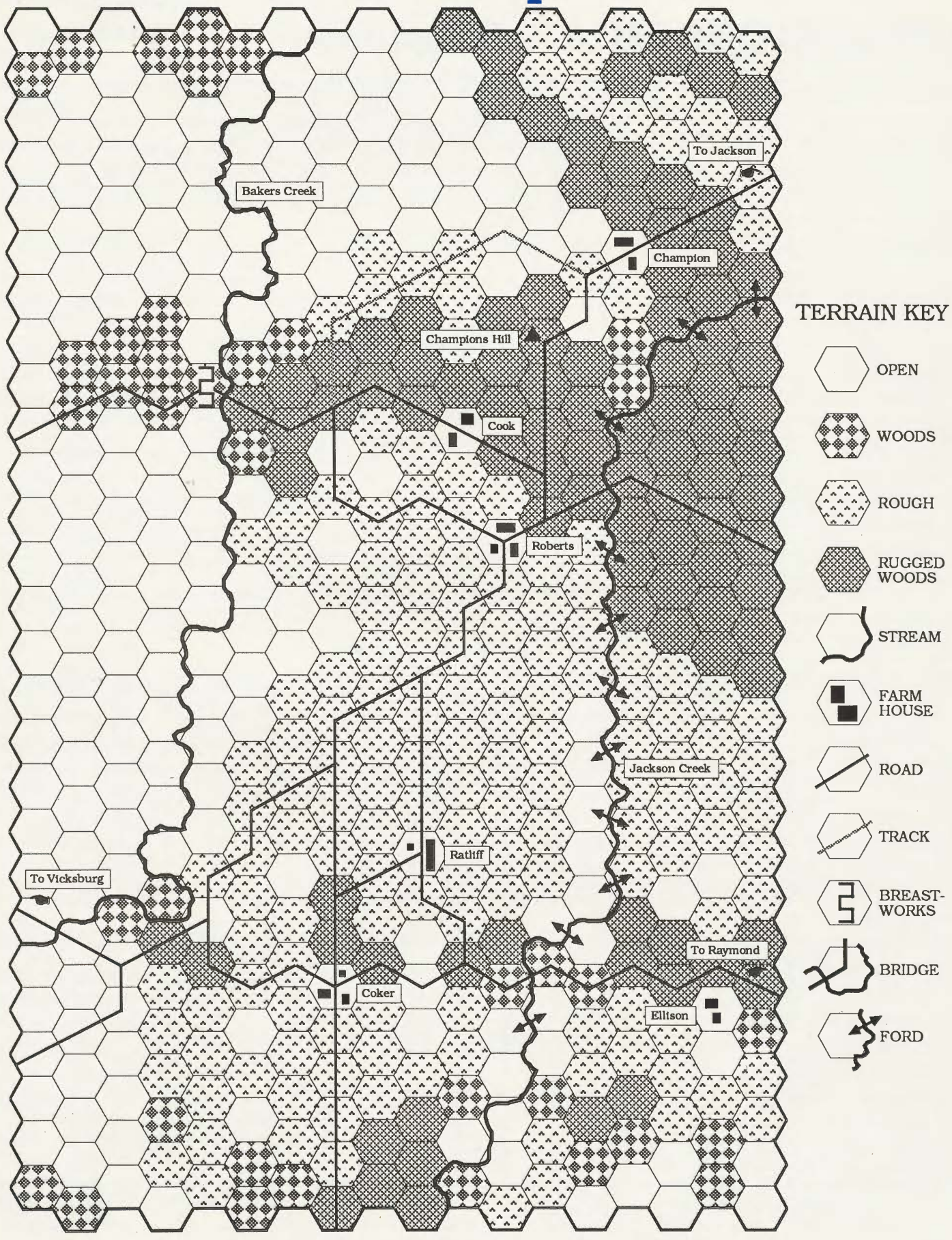
The Union advance along the Middle and Raymond Roads appeared to be in check. The Union forces had not been able to come to grips with the main body of this army.

The Confederate battle line was almost three miles in length and ran from southwest to northeast. Pemberton held the military "high ground" along the ridge overlooking Jackson Creek. The Ratliff Road ran immediately behind the Rebel position and could be used to shift troops rapidly from one sector to another.

Loring's division held the Confederate right, Bowen the centre, and Stevenson the left. If, as Pemberton and his staff were convinced, the Federal advance centred on the Raymond and Middle Roads, the Confederate defensive line was in a strong position to withstand attack. What the Southern leaders did not know was that three Union divisions were rapidly approaching their left flank via the unpicketed Jackson Road.

Continued on p.20

CHAMPIONS HILL - Map



CHAMPIONS HILL - Brigades

UNIT NUMBER	1-127	1	2	3	4	5	6	7	8
UNIT I.D. (Full)	[9]	Lee	Barton	Reynolds	Cumming	Watkins	Henderson	Jackson	Cockrell
UNIT I.D. (Abbr)	[3]	Lee	Bar	Rey	Cum	Wat	Hen	Jac	Coc
MAP LOCATION	(x,y)	10,6	8,6	0,5	12,7	12,10	4,8	14,10	10,17
CORPS	0-15	0	0	0	0	0	0	0	0
DIVISION	0-39	1	1	1	1	1	1	1	2
ARRIVAL	0-95	0	0	6	0	0	0	0	0
TYPE	0-3	0	0	0	0	0	0	0	0
OBJECTIVE	0-23	0	0	1	0	9	1	9	0
SMALL ARMS	0-31	12	1	1	1	1	1	1	1
ARTILLERY	0-31	17	22	16	17	17	22	0	22
TROOP STREN.	0-31	31	26	20	17	8	5	5	22
MOVEMENT	0-15	8	8	8	8	8	8	8	8
BATTERY STR.	0-15	3	1	3	1	2	1	0	7
SHATTERED	0-1	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	6	1	3	2	4	1	5	7
COHESION	0-7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	5	3	2	2	2	3	3	6
REGIMENTS	0-7	5	4	4	3	2	1	1	5
LIKELIHOOD	0-7	7	7	7	7	7	7	7	7

UNIT NUMBER	1-127	9	10	11	12	13	31	32	33
UNIT I.D. (Full)	[9]	Green	Tilghman	Buford	Feathers'	Adams	Garrard	Lindsey	Burbridge
UNIT I.D. (Abbr)	[3]	Gre	Til	Buf	Fea	Ada	Gar	Lin	Bur
MAP LOCATION	(x,y)	9,18	8,23	8,20	8,22	0,5	16,11	17,11	11,21
CORPS	0-15	0	0	0	0	0	0	0	0
DIVISION	0-39	2	3	3	3	0	9	9	10
ARRIVAL	0-95	0	0	0	0	7	0	0	0
TYPE	0-3	0	0	0	0	2	0	0	0
OBJECTIVE	0-23	0	0	0	0	1	0	0	0
SMALL ARMS	0-31	12	1	1	1	9	1	1	1
ARTILLERY	0-31	17	18	21	17	0	24	23	22
TROOP STREN.	0-31	24	14	31	31	7	18	18	20
MOVEMENT	0-15	8	8	8	8	12	8	8	8
BATTERY STR.	0-15	4	5	4	2	0	3	3	3
SHATTERED	0-1	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	7	5	4	3	5	4	4	5
COHESION	0-7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	6	4	5	3	6	4	4	4
REGIMENTS	0-7	7	4	5	5	2	4	4	4
LIKELIHOOD	0-7	7	7	7	7	7	7	7	7

CHAMPIONS HILL - Brigades (Cont.)

UNIT NUMBER	1-127	34	35	36	37	38	39	40	41
UNIT I.D. (Full)	[9]	Landrum	McGinnis	Slack	Benton	Lawler	G. Smith	T. Smith	J. Smith
UNIT I.D. (Abbr)	[3]	Lan	McG	Sla	Ben	Law	GSm	TSm	JSm
MAP LOCATION	(x,y)	10,21	14,6	15,7	17,11	17,11	12,21	13,21	11,3
CORPS	0-15	0	0	0	0	0	0	0	0
DIVISION	0-39	10	11	11	12	12	15	15	13
ARRIVAL	0-95	0	0	0	1	1	0	0	0
TYPE	0-3	0	0	0	0	0	0	0	0
OBJECTIVE	0-23	0	9	9	18	18	0	0	17
SMALL ARMS	0-31	1	1	1	1	1	1	1	1
ARTILLERY	0-31	22	18	25	22	22	18	16	19
TROOP STREN.	0-31	20	18	18	20	16	16	20	20
MOVEMENT	0-15	8	8	8	8	8	8	8	8
BATTERY STR.	0-15	3	6	3	3	2	3	3	4
SHATTERED	0-1	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	2	5	4	5	4	6	3	4
COHESION	0-7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	3	4	4	4	4	4	5	5
REGIMENTS	0-7	6	5	4	4	4	5	5	5
LIKELIHOOD	0-7	7	7	7	7	7	7	7	7

UNIT NUMBER	1-127	42	43	44	45	46	47	48	
UNIT I.D. (Full)	[9]	Leggett	Stevenson	Sanborn	Holmes	Boomer	Ransom	Bush	
UNIT I.D. (Abbr)	[3]	Leg	Ste	San	Hol	Boo	Ran	Bus	
MAP LOCATION	(x,y)	12,4	11,2	17,3	17,3	17,3	17,21	4,2	
CORPS	0-15	0	0	0	0	0	7	0	
DIVISION	0-39	13	13	14	14	14	0	0	
ARRIVAL	0-95	0	0	0	4	4	7	8	
TYPE	0-3	0	0	0	0	0	0	2	
OBJECTIVE	0-23	17	1	17	9	9	19	1	
SMALL ARMS	0-31	1	1	1	1	1	1	3	
ARTILLERY	0-31	25	25	22	18	18	22	0	
TROOP STREN.	0-31	16	20	16	20	16	14	7	
MOVEMENT	0-15	8	8	8	8	8	8	12	
BATTERY STR.	0-15	3	3	5	3	3	2	0	
SHATTERED	0-1	0	0	0	0	0	0	0	
LEADERSHIP	0-7	5	4	5	4	5	3	4	
COHESION	0-7	7	7	7	7	7	7	7	
EXPERIENCE	0-7	5	4	5	5	5	4	4	
REGIMENTS	0-7	4	4	4	3	4	5	1	
LIKELIHOOD	0-7	7	7	7	7	7	7	7	

CHAMPIONS HILL - Terrain Effects Chart

TERRAIN #	0-31	4	6	8	9	13	16		
TERRAIN NAME	[11]	Open	Woods	Rugged Wood	Rough	Farm House	Breastwork		
SIGHTING VAL.	0-7	1	5	6	4	4	5		
MOVEMENT	0-7	1	3	6	4	3	3		
COVER VALUE	0-7	0	3	4	2	3	3		
FORT VAL. (N)	0-7	0	0	0	0	0	0		
FORT VAL. (S)	0-7	0	0	0	0	0	2		

CHAMPIONS HILL - Divisions

DIV. NUMBER	1-39	1	2	3	9	10	11	12	13
DIVISION I.D.	[9]	Stevenson	Bowen	Loring	Osterhaus	A. Smith	Hovey	Carr	Logan
CORPS	0-15	0	0	0	6	6	7	6	7
TYPE	0-1	0	0	0	0	0	0	0	0
ORDERS	0-2	1	1	1	1	1	0	1	0
OBJECTIVE #1	0-23	9	16	5	18	19	9	18	17
OBJECTIVE #2	0-23	0	0	0	0	0	3	0	1
LEADERSHIP	0-7	4	7	3	3	4	5	4	6
STAFF	0-7	4	7	3	4	3	4	4	5

DIV. NUMBER	1-39	14	15
DIVISION I.D.	[9]	Crocker	Blair
CORPS	0-15	7	6
TYPE	0-1	0	0
ORDERS	0-2	0	1
OBJECTIVE #1	0-23	9	19
OBJECTIVE #2	0-23	3	0
LEADERSHIP	0-7	4	5
STAFF	0-7	4	4

Continued from p.16

THE BATTLE BEGINS

Scouts from Brig-General S. D. Lee's Alabama brigade discovered the Union approach.

On his own initiative, Lee moved his brigade one-quarter of a mile north of the Crossroads to the crest of Champions Hill and deployed. The Union force Lee had the misfortune to be facing was McPherson's, with Grant himself along and Hovey's XIII Corps division in the lead. On sighting Lee's brigade, Hovey deployed his division on both sides of the Jackson Road. Upon his arrival, Grant set up headquarters in the Champion's house, about one-half mile northeast of Champions Hill. Ordering Maj-General Logan's XVII Corps division to Hovey's right, McPherson took tactical control of the impending attack.

While watching the Union deployments, Lee sent word to his division commander, Maj-General Carter L. Stevenson, for help. Cumming's and Barton's Georgia brigades were deployed respectively to the right and left of Lee's brigade. Cumming's brigade formed a salient angle in deploying from Champions Hill to the Crossroads, three regiments on the hill facing northward, while the two regiments at the Crossroads faced due east.

The resulting position of the Confederate army just preceding the Union assault was that of a right angle. Stevenson's three brigades holding Champions Hill faced north against Logan's and Hovey's divisions. Loring's division, Pemberton's right flank, was squared off against A.J. Smith's and Blair's divisions, which were moving slowly forward in accordance with prior orders. The Confederate centre, covering the Crossroads and Ratliff Road was now lightly held following the transfer of Barton to Lee's support. The danger here was minimal however, because Carr's and Osterhaus' divisions on the Middle Road also had prior orders to avoid bringing on a general engagement.

STEVENSON MAULED

The assault by Logan and Hovey began in earnest about 11.30 am. First Barton's and then Cumming's brigades were swamped and routed from their positions, leaving Lee's Alabama brigade outflanked on both the right and left. This brigade was forced slowly back along the Jackson Road. Following the rout of Cumming's brigade and Lee's retrograde, Hovey's left flank brigade, (Slack's) now drove for the Crossroads.

Pemberton's left flank was shattered. Logan's division had pushed aside Barton and now held the vital Jackson Road. Hovey had smashed Cumming's Georgians and Slack's brigade occupied the Crossroads. Lee was being

CHAMPIONS HILL - Objectives

OBJ. NUMBER	1-23	1	2	3	4	5	6	7	8
OBJ. NAME	[11]	West Bridge	East bridge	To Vicksb'g	Sth XRoad	Coker	Ratliff	Roberts	Cook
MAP LOCATION	(x,y)	4,8	5,8	0,20	3,20	7,21	9,18	11,11	10,9
START (N)	1-95	1	1	1	1	1	1	1	1
STOP (N)	1-95	10	10	10	10	10	10	7	6
VPs/TURN (N)	0-255	20	10	10	10	5	5	5	5
VPs AT END (N)	0-255	100	10	50	20	20	20	20	20
MANEUVER (N)	0-15	0	12	0	0	0	0	0	0
START (S)	1-95	5	5	1	1	1	1	3	4
STOP (S)	1-95	10	10	10	10	10	10	10	10
VPs/TURN (S)	0-255	5	5	0	0	1	1	5	5
VPs AT END (S)	0-255	25	10	1	1	5	5	10	10
MANEUVER (S)	0-15	0	0	0	0	0	0	0	0

OBJ. NUMBER	1-23	9	10	11	12	13	14	15	16
OBJ. NAME	[11]	The XRoads	Champ. Hill	Champion	Ellison	To Raymond	Middle Rd	To Jackson	Ratliff Rd
MAP LOCATION	(x,y)	12,10	12,7	14,5	16,22	17,21	17,11	17,3	9,14
START (N)	1-95	1	1	1	1	1	1	1	1
STOP (N)	1-95	6	5	10	10	10	10	10	10
VPs/TURN (N)	0-255	10	5	0	0	0	0	1	5
VPs AT END (N)	0-255	20	20	1	1	1	1	0	20
MANEUVER (N)	0-15	0	0	0	0	0	0	0	0
START (S)	1-95	4	1	1	1	1	1	1	1
STOP (S)	1-95	10	10	10	10	10	10	10	10
VPs/TURN (S)	0-255	5	5	10	10	10	10	5	1
VPs AT END (S)	0-255	10	10	10	10	50	50	50	5
MANEUVER (S)	0-15	0	0	0	0	0	0	0	0

OBJ. NUMBER	1-23	17	18	19
OBJ. NAME	[11]	Jackson Rd	McCler HQ	Blair HQ
MAP LOCATION	(x,y)	8,8	16,11	10,21
START (N)	1-95	1	1	1
STOP (N)	1-95	10	10	10
VPs/TURN (N)	0-255	10	0	0
VPs AT END (N)	0-255	20	1	1
MANEUVER (N)	0-15	0	0	0
START (S)	1-95	1	1	1
STOP (S)	1-95	10	10	10
VPs/TURN (S)	0-255	5	0	0
VPs AT END (S)	0-255	10	1	1
MANEUVER (S)	0-15	0	0	0

driven back in desperate fighting to a position along the Jackson Road. Slack's men, now holding the Crossroads, could be expected to do one of three things when they regrouped, none of which boded well for Pemberton. They could swing to the right and take Lee's brigade in flank; they could move down the Ratliff Road and take Bowen's division in flank; or they could remain at the Crossroads and crush Jackson between themselves and McClernand's advancing column.

BOWEN COUNTERATTACKS

Shortly before losing the Crossroads, Pemberton had ordered Bowen to Stevenson's support. Bowen reached the scene of the action almost simultaneously with the collapse of the two Georgia brigades.

Bowen then unleashed 4,600 of the best fighting men, North or South, that the Civil War ever produced. He sent Col. Cockrell's Missouri brigade to the left, and Brig. Gen. Green's Arkansas-Missouri brigade to the right. Bowen rolled over Slack's and McGinnis' brigades like an irresistible wave, retaking both the Crossroads and the crest of Champions Hill. Continuing their advance, they closed the distance to the Champions house where Grant's HQ and the Union supply train were lo-

Union Forces

Army of the Tennessee

Lt-Gen. Ulysses S. Grant

Attached to Army HQ

Bush's Rgt (Bus; 700 cav, no guns)

McClernand's Corps

Osterhaus' Division

Garrard's Bde (Gar; 1,800 inf, 6 guns), Lindsey's Bde (Lin; 1,800 inf, 6 guns)

Andrew Smith's Division

Burbridge's Bde (Bur; 2,000 inf, 6 guns), Landrum's Bde (Lan; 2,000 inf, 6 guns)

Carr's Division

Benton's Bde (Ben; 2,000 inf, 6 guns), Lawler's Bde (Law; 1,600 inf, 4 guns)

Blair's Division

Giles Smith's Bde (GSm; 1,600 inf, 6 guns), Thomas Smith's Bde (TSm; 2,000 inf, 6 guns)

McPherson's Corps

Attached to Corps HQ

Ransom's Bde (Ran; 1,400 inf, 4 guns)

Hovey's Division

McGinnis' Bde (McG; 1,800 inf, 12 guns), Slack's Bde (Sla; 1,800 inf, 6 guns)

Logan's Division

John Smith's Bde (JSm; 2,000 inf, 8 guns), Leggett's Bde (Leg; 1,600 inf, 6 guns), Stevenson's Bde (Ste; 2,000 inf, 6 guns)

Crocker's Division

Sanborn's Bde (San; 1,600 inf, 10 guns), Holmes' Bde (Hol; 2,000 inf, 6 guns), Boomer's Bde (1,600 inf, 6 guns)

Confederate Forces

Army of Mississippi

Gen. John C. Pemberton

Attached to Army HQ

Adams' Rgt (Ada; 700 cav, no guns)

Stevenson's Division

Lee's Bde (Lee; 3,100 inf, 6 guns), Barton's Bde (Bar; 2,600 inf, 2 guns), Reynolds' Bde (Rey; 2,000 inf, 6 guns), Cumming's Bde (Cum; 1,700 inf, 2 guns), Watkins' Bde (Wat; 800 inf, 4 guns), Henderson's Rgt (Hen; 500 inf, 2 guns), Jackson's Rgt (Jac; 500 inf, no guns)

Bowen's Division

Cockrell's Bde (Coc; 2,200 inf, 14 guns), Green's Bde (Gre; 2,400 inf, 8 guns)

Loring's Division

Tilghman's Bde (Til; 1,400 inf, 10 guns), Buford's Bde (Buf; 3,100 inf, 8 guns), Featherston's Bde (Fea; 3,100 inf, 4 guns)

cated. If only Bowen could exploit his breakthrough, both Logan's and Hovey's divisions would face almost certain destruction.

U.S. Grant was not an easy man to panic however. Brig-General Crocker's fresh division had just reached the field. While Crocker deployed his two brigades to plug the gaps made by Bowen's assault, additional cannon were emplaced to provide enfilading fire into the advancing Confederate battle lines.

Pemberton, unlike Grant, had no reserves to exploit Bowen's temporary success. After finally realizing the threat to his left flank, he now seemed to forget about the threat to his right, and ordered Loring to reinforce Bowen and Stevenson. Citing the strong Union columns to his front, Loring refused to honour Pemberton's staff officer's plea unless directly ordered by Pemberton to leave his present position. After the order was confirmed, Loring finally marched toward the sounds of heavy fighting with two of his three brigades. He left Tilghman's brigade to guard the Raymond Road. His roundabout march by plantation backroads delayed his arrival too late to be of benefit to Bowen.

Bowen had just made contact with Boomer's fresh brigade. Almost out of ammunition, the Confederates could do no more, and the Federals regained the upper hand. Bowen's men were forced slowly to give ground until the crest of Champions Hill and finally the Crossroads were retaken by the Union forces. This was the third and final time that this same ground changed hands on that day.

THE CONFEDERATE RETREAT

Maj-General Loring arrived just in time to cover Bowen's retreat. Since the Federals now had control of the Jackson Road, Pemberton's defeated army must attempt to escape westward via the Raymond Road. Baker's Creek could be crossed, but only if Tilghman's brigade could hold the Union column on the Raymond Road at bay until the last minute. It was after 2 pm before Grant's order for the Middle and Raymond Road columns to launch their attacks reached Maj-General McClernand.

This was due to the lack of good lateral communications between the three Union columns. More delays were encountered as McClernand passed the word to his division commanders. Carr's and Osterhaus' troops succeeded in smashing Col. Jackson's road-block and reached the Crossroads shortly after Bowen's retreat.

Carr's division continued west along the Jackson Road and easily secured the Baker's Creek Bridge. On the Raymond Road, A. J. Smith's and Blair's divisions advanced amid fierce artillery exchanges, during which Brig-General Tilghman was killed trying to buy time for Pemberton's retreat. Shortly afterwards, word reached Col. A. E. Reynolds, Tilghman's successor, that Stevenson's and Bowen's divisions had crossed Baker's Creek. Successfully disengaging his brigade, Col. Reynolds retired up the Raymond Road.

Loring's division, acting as rear guard, failed to follow Stevenson and Bowen across Baker's Creek due to fear of a Union ambush on the western side. Instead, Loring marched his division around the open Union left (southern) flank and managed to link up with Gen. Johnston's army on May 19th, his division much depleted by straggling and desertion. Although Pemberton's army had not been annihilated, it had been mauled. Incomplete returns listed Confederate losses at 381 killed, 1018 wounded and 2441 missing. Twenty seven Rebel cannon were left on the field. Union losses were tabulated at 396 killed, 1838 wounded and 187 missing.

EPILOGUE

After suffering another rout at the Big Black River, Pemberton's remaining forces retreated into the Vicksburg defenses on the afternoon of May 17th. There they joined two fresh Confederate divisions, which Pemberton had left behind preceding the Champions Hill battle. Grant's troops drove in the Rebel pickets around Vicksburg on the 18th. The next day, Grant re-established contact with the Union fleet on

the Yazoo River, northeast of the city. Though the Confederate Army of Mississippi and East Louisiana would repulse two Union assaults and endure a 47-day siege, its fate, as well as that of the city, had been sealed at Champions Hill.

CREATING THE SCENARIO

If this is the first time you have tried to transfer a magazine scenario onto a save-game disk, we recommend you follow these directions. The letters in parentheses after each heading refer to the corresponding section in the Decisive Battles manual. There is some additional information for IBM users at the end of this section. Be sure to read it, especially if you have an EGA/VGA card and want to take advantage of our "full map" graphics.

Preparing the Disk [3]. Boot up the Master Disk and select <CREATE> from Menu H. Select <SCENARIO> from Menu B. <LOAD> any historical scenario. You have been processed through to Menu J. Select the <DISK> line from that menu.

If you have one disk drive, remove the Master Disk and replace it with a blank disk. If you have two drives, remove the Scenario Disk from the second drive and replace it with a blank disk.

Select <FORMAT> from the on-screen menu. Once this is done, select <SAVE> from the menu and store any of the historical scenarios in any unused save-game location. This procedure prepares the template on which we will build the Champions Hill scenario.

The WarPlan™ menus are displayed on the back of the game menus card. Refer to this when necessary.

Title [5c]. There are three lines of text for the title:

Champions Hill
Prelude to Vicksburg
May 16th, 1863

Go back to Menu J and re-save the game in the same location.

Map Size [5a(i)]. The top left sector is 0. The bottom right sector is 7.

Define Terrain [5a(ii)]. The accompanying Terrain Effects Chart lists the details of the active terrain types for this scenario. Select the icons of your choice to represent the six terrain types.

Create Map [5a(iii)]. Select the <CLEAR> line from Menu J. Clear only the map. Do not clear the data. Use the accompanying map to build up the screen map. Do not forget to assign control to each hex. Confederate forces control all hexes to the west of the following line, including those hexes on the line; (8,0) (8,1) (8,2) (8,3) (8,4) (9,4) (10,5) (11,5) (12,6) (13,6) (14,7) (14,8) (14,9) (14,10) (14,11) (13,11) (13,12) (13,13) (13,14) (13,15) (13,16) (13,17) (13,18) (13,19) (12,19) (11,18) (10,19) (9,19) (9,20) (9,21) (9,22) (9,23) (9,24) (9,25) (9,26). The map shows which roads should be entered as hidden (sunken) roads. Where roads run through buildings, make those roads into hidden roads; it looks better if you do.

Save the game again. How often you save really depends on how lucky you feel. After several major disasters, I choose to save after each section is completed.

Limits [5b(i)]. Before you can set the force limits, you must go through all the Union units in the data base and clear them. The force limits are as follows; corps (6), divisions (9), brigades (31). This is more than we will use but it allows room for additional units if we want to enlarge the scenario. Artillery weapon limits must be set to 16.

Weapons [5b(ii)]. Consult the Weapons Tables and enter the data as shown.

Forces[5b(iii)]. Edit the North Army HQ as follows. (Grant) (blank) (Army of the) (Tennessee) (17,3) (0) (9) [The XRoads] (3) [To Vicksb'g] (0) (0) (12) (6) (3) (6).

Edit the South Army HQ as follows. (Pemberton) (blank) (Army of) (Mississippi) (11,11) (0) (0) (0) (9) [The XRoads] (3) [To Vicksb'g] (10) (1) (3) (3).

The objectives assigned to the Army HQs will not appear on the screen until after the objective data base has been entered.

The North has 2 corps. The South has none. Edit North Corps 6 and 7 as follows. Corps 6 (McClern'd) (17,12) (0) (0) (1) (18) [McCler HQ] (0) (10) (0) (2) (3) (2) (7). Corps 7 (McPherson) (17,4) (0) (0) (0) (17) [Jackson Rd] (3) [To Vicksb'g] (12) (0) (6) (6) (1) (7).

The North has 7 divisions. The South has 3 divisions. Consult the Divisions Tables and enter the data as shown.

The North has 18 brigades. The South has 13 brigades. Consult the Brigades Tables and enter the data as shown.

Objectives [5b(iv)]. There are 19 objectives. Consult the Objectives Tables and enter the data as shown.

Scenario Setup [5d(i)]. Enter the following data. Date (16), Month (5), Year (63), Century (18), North Maximum Hex Movement is (6,0,10,4,10), South Maximum Hex Movement is (6,0,10,4,10), neither side is encamped or entrenched (the latter introduced only in Volume II), and VP awards are 30 per leader and 5 per 100 men.

Scenario Details [5d(ii)]. This is a 1 day scenario. Enter the following data. The weather is Clear (0), the North is Offensive (1) and the South is Defensive (0), 10 am to 5 pm are daylight (3), move (1) turns and 6 pm is a dusk (2), move (1) turn and 7 pm is a dusk (2), end (2) turn.

Finally, save again and the scenario is ready to play.

NOTES FOR IBM USERS

IBM users with CGA, MCGA, Tandy or Hercules graphics can create the scenario using the advice given above. There is a minor change in the weapons data base. You do not have to set limits for weapons. There is space for 31 weapons of each type.

IBM users with EGA or VGA cards must first create the game map with the "full-map" graphics disabled. To do this, run the program as DB2 f (or DB3 f) which will by-pass the "full-map" graphics. Select a scenario as a template as explained above and save it in a save-game location.

Build up the map in the usual way and save when finished. The rest of the data for the scenario may be entered with

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AMERICAN CIVIL WAR
Orders of Battle

Gaines Mill, Stones River, Gettysburg, Chickamauga, Chattanooga, Wilderness, Spotsylvania, Cold Harbor, Atlanta, Franklin, Nashville

The manuals which accompanied Volumes II and III of ***Decisive Battles of the American Civil War*** *did not include detailed orders of battle. Many of our customers have bemoaned this omission and we hereby rectify the problem. Better late than never!*

[Note. The three letter code used to identify a brigade is the same as that used in the Apple II and C-64 versions. It does not always correspond to the full brigade name; e.g. Pendleton's artillery brigade from Jackson's Corps (Gaines Mill) has a three letter code of 1Bn. IBM/Tandy users don't have this problem. All brigades have a 9 character name and a complete OB reporting structure has been added to the system.]

GAINES MILL

Union Forces

V Corps

Army of the James

Brig-Gen. Fitz John Porter

Attached to Army HQ

Berdan's Rgt (Ber; 1,100 inf, no guns), Reynolds' Bde (Rey; 3,100 inf, 6 guns), Meade's Bde (Mea; 3,000 inf, 6 guns), Seymour's Bde (Sey; 3,000 inf, 6 guns), Taylor's Bde (Tay; 3,100 inf, 6 guns), Bartlett's Bde (Bar; 3,000 inf, 6 guns), Newton's Bde (New; 3,000 inf, 6 guns), French's Bde (Fre; 3,000 inf, no guns), Meagher's Bde (Mea; 3,000 inf, no guns), Cooke's Bde (Coo; 600 cav, no guns), Martin's Bty (Mar; 400 crew, 24 guns), Weeden's Bty (Wee; 300 crew, 18 guns), Kerns' Bty (Ker; 400 crew, 24 guns)

Morell's Division

Martindale's Bde (Mar; 3,100 inf, 6 guns), Griffin's Bde (Gri; 2,800 inf, 12 guns), Butterfield's Bde (But; 3,000 inf, 6 guns)

Sykes' Division

Buchanan's Bde (Buc; 1,800 inf, 6 guns), Lovell's Bde (Lov; 3,000 inf, 6 guns), Warren's Bde (War; 2,200 inf, 6 guns), Davidson's Bde (Dav; 1,500 inf, 6 guns)

Confederate Forces

Army of Northern Virginia

Gen. Robert E. Lee

A. P. Hill's Division

Field's Bde (Fie; 2,400 inf, 8 guns), Gregg's Bde (Gre; 2,900 inf, 4 guns), Joseph Anderson's Bde (JAn; 2,900 inf, 8 guns), Branch's Bde (Bra; 2,800 inf, 4 guns), Archer's Bde (Arc; 2,900 inf, 8 guns), Pender's Bde (Pen; 2,900 inf, 4 guns), Coleman's Bty (Col; 400 crew, 16 guns)

Longstreet's Division

Kemper's Bde (Kem; 2,800 inf, 4 guns), Richard Anderson's Bde (RAn; 2,900 inf, 8 guns), Pickett's Bde (Pic; 2,800 inf, 4 guns), Wilcox' Bde (Wil; 2,300 inf, 4 guns), Pryor's Bde (Pry; 2,400 inf, 4 guns), Featherston's Bde (Fea; 1,800 inf, 4 guns)

Jackson's Corps

Attached to Corps HQ

Winder's Bde (Win; 2,200 inf, 8 guns), Cunningham's Bde (Cun; 1,700 inf, 4 guns), Fulkerson's Bde (Ful; 1,500 inf, 4 guns), Lawton's Bde (Lat; 2,100 inf, no guns), Pendleton's Bty (Pen; 500 crew, 20 guns)

Whiting's Division

Hood's Bde (Hoo; 1,800 inf, 4 guns), Law's Bde (Law; 1,800 inf, 4 guns)

Ewell's Division

Elzey's Bde (Elz; 2,700 inf, 4 guns), Trimble's Bde (Tri; 2,300 inf, 4 guns), Taylor's Bde (Tay; 2,200 inf, 8 guns)

D. H. Hill's Division

Rodes' Bde (Rod; 3,000 inf, 4 guns), George Anderson's Bde (GAn; 2,400 inf, 6 guns), Garland's Bde (Gar; 2,900 inf, 4 guns), Colquitt's Bde (Col; 3,000 inf, 4 guns), Ripley's Bde (Rip; 2,400 inf, 4 guns)

STONES RIVER

Union Forces

Army of the Cumberland

Maj-Gen. Wm S. Rosecrans

Attached to Army HQ

Walker's Bde (Wal; 1,800 inf, 6 guns), Morton's Pioneer Bde (Mor; 1,700 inf, 4 guns), Minty's Bde (Min; 1,500 cav, no guns), Zahm's Bde (Zah; 1,000 cav, no guns), David Stanley's Ad Hoc Bde (DSt; 1,700 cav, 4 guns)

McCook's Corps

Davis' Division

Post's Bde (Pos; 1,700 inf, 6 guns), Carlin's Bde (Car; 1,600 inf, 6 guns),

Woodruff's Bde (Woo; 1,300 inf, 6 guns)

Johnson's Division

Willich's Bde (Wil;. 2,300 inf, 6 guns), Kirk's Bde (Kir; 2,200 inf, 6 guns), Baldwin's Bde (Bal; 1,800 inf, 6 guns)

Sheridan's Division

Sill's Bde (Sil; 1,700 inf, 6 guns), Schaefer's Bde (Sch; 1,700 inf, 6 guns), Roberts' Bde (Rob; 1,600 inf, 6 guns)

Thomas' Corps

Rousseau's Division

Scribner's Bde (Scr; 1,900 inf, 6 guns), John Beatty's Bde (JBe; 1,600 inf, 6 guns), Starkweather's Bde (Sta; 1,500 inf, 4 guns), Shepherd's Bde (She; 1,200 inf, 6 guns)

Negley's Division

Spears' Bde (Spe; 1,300 inf, 4 guns), Timothy Stanley's Bde (TSt; 1,700 inf, 4 guns), Miller's Bde (Mil; 1,700 inf, 4 guns)

Crittenden's Corps

Wood's Division

Hascall's Bde (Has; 1,800 inf, 6 guns), Wagner's Bde (Wag; 1,700 inf, 6 guns), Harker's Bde (Har; 1,700 inf, 6 guns)

Palmer's Division

Cruft's Bde (Cru; 1,500 inf, 6 guns), Hazen's Bde (Haz; 1,300 inf, 6 guns), Grosse's Bde (Gro; 1,600 inf, 4 guns)

Van Cleve's Division

Samuel Beatty's Bde (SBe; 1,300 inf, 6 guns), Fyffe's Bde (Fyf; 1,300 inf, 6 guns), Price's Bde (Pri; 1,200 inf, 6 guns)

Confederate Forces

Army of Tennessee

Gen. Braxton Bragg

Attached to Army HQ

Jackson's Bde (Jac; 1,500 inf, 4 guns), Pegram's Bde (Peg; 500 cav, no guns), Wharton's Bde (Wha; 2,000 cav, 4 guns), Buford's Bde (Buf; 600 cav, no guns), Wheeler's Bde (Whe; 800 cav, 4 guns)

Polk's Corps

Cheatham's Division

Donelson's Bde (Don; 1,500 inf, 4 guns), Stewart's Bde (Ste; 1,200 inf, 6 guns), Maney's Bde (Man; 1,200 inf, 4 guns), Vaughan's Bde (Vau; 1,600 inf, 4 guns)

Withers' Division

Loomis' Bde (Loo; 2,300 inf, 6 guns), Chalmers' Bde (Cha; 2,000 inf, 4 guns), Anderson's Bde (And; 2,300 inf, 4 guns), Manigault's Bde (Man; 1,900 inf, 6 guns)

Hardee's Corps

Cleburne's Division

Lucius Polk's Bde (Pol; 1,800 inf, 6 guns), Liddell's Bde (Lid; 1,500 inf, 4 guns), Johnson's Bde (Joh; 1,800 inf, 6 guns), Wood's Bde (Woo; 1,900 inf, 4 guns)

McCown's Division

Ector's Bde (Ect; 1,600 inf, 6 guns), Rains' Bde (Rai; 1,300 inf, 4 guns), McNair's Bde (McN; 1,600 inf, 6 guns)

Breckinridge's Corps

Attached to Corps HQ

Adam's Bde (Ada; 1,600 inf, 4 guns), Palmer's Bde (Pal; 1,500 inf, 4 guns), Preston's Bde (Pre; 1,500 inf, 4 guns), Hanson's Bde (Han; 1,900 inf, 4 guns)

GETTYSBURG

Union Forces

Army of the Potomac

Maj-Gen. George G. Meade

Attached to Army HQ

Ransom's Bty (Ran; 500 crew, 24 guns), McGilvery's Bty (McG; 400 crew, 22 guns), Taft's Bty (Taf; 300 crew, 20 guns), Huntington's Bty (Hun; 400 crew, 22 guns), Fitzhugh's Bty (Sta; 400 crew, 24 guns)

Buford's Cavalry Division

Gamble's Bde (Gam; 1,600 cav, 6 guns), Devin's Bde (Dev; 1,200 cav, 6 guns), Merritt's Bde (Mer; 1,300 cav, 8 guns)

Gregg's Cavalry Division

McIntosh's Bde (McI; 1,300 cav, 4 guns), Irvin Gregg's Bde (IGr; 1,200 cav, 6 guns)

Kilpatrick's Cavalry Division

Farnsworth's Bde (Far; 1,900 cav, 6 guns), Custer's Bde (Cus; 1,900 cav, 6 guns)

Reynolds' Corps

Wadsworth's Division

Meredith's Bde (Mer; 1,800 inf, 6 guns), Cutler's Bde (Cut; 2,000 inf, 6 guns)

Robinson's Division

Paul's Bde (Pau; 1,500 inf, 6 guns), Baxter's Bde (Bax; 1,500 inf, no guns)

Doubleday's Division

Rowley's Bde (Row; 1,400 inf, 4 guns), Stone's Bde (Sto; 1,400 inf, 6 guns), Stannard's Bde (Sta; 1,900 inf, no guns)

Hancock's Corps

Caldwell's Division

Cross' Bde (Cro; 900 inf, 4 guns), Kelly's Bde (Kel; 600 inf, no guns), Zook's Bde (Zoo; 900 inf, 6 guns), Brooke's Bde (Bro; 800 inf, no guns)

Gibbon's Division

Harrow's Bde (Har; 1,300 inf, 6 guns), Webb's Bde (Web; 1,300 inf, 6 guns), Hall's Bde (Hal; 900 inf, no guns)

Hays' Division

Carroll's Bde (Car; 900 inf, 6 guns), Smyth's Bde (Smy; 1,100 inf, no guns), Willard's Bde (Wil; 1,600 inf, no guns)

Sickles' Corps

Attached to Corps HQ

Berdan's Sharpshooter Rgt (Ber; 500 inf, no guns)

Birney's Division

Graham's Bde (Gra; 1,500 inf, 6 guns), Ward's Bde (War; 1,700 inf, 6 guns), de Trobriand's Bde (dTr; 1,400 inf, 6 guns)

Humphreys' Division

Carr's Bde (Car; 1,700 inf, 6 guns), Brewster's Bde (Bre; 1,800 inf, 6 guns), Burling's Bde (Bur; 1,400 inf, no guns)

Sykes' Corps

Barnes' Division

Tilton's Bde (Til; 600 inf, 6 guns), Sweitzer's Bde (Swe; 1,400 inf, no guns), Vincent's Bde (Vin; 1,400 inf, 6 guns)

Ayres' Division

Day's Bde (Day; 1,600 inf, 6 guns), Burbank's Bde (Bur; 1,000 inf, no guns), Weed's Bde (Wee; 1,500 inf, 4 guns)

Crawford's Division

McCandless' Bde (McC; 1,200 inf, 4 guns), Sickel's Bde (Sic; 1,400 inf, no guns), Fisher's Bde (Fis; 1,600 inf, no guns)

Sedgwick's Corps

Wright's Division

Torbert's Bde (Tor; 1,400 inf, 6 guns), Bartlett's Bde (Bar; 1,300 inf, 6 guns), Russell's Bde (Rus; 1,300 inf, 6 guns)

Howe's Division

Grant's Bde (Gra; 1,800 inf, 6 guns), Neill's Bde (Nei; 1,800 inf, 6 guns)

Newton's Division

Shaler's Bde (Sha; 1,800 inf, 6 guns), Eustis' Bde (Eus; 1,600 inf, 4 guns), Wheaton's Bde (Whe; 1,300 inf, 6 guns)

Howard's Corps

Barlow's Division

Von Gilsa's Bde (vGi; 1,100 inf, 4 guns), Ames' Bde (Ame; 1,300 inf, 6 guns)

Von Steinwehr's Division

Coster's Bde (Cos; 1,200 inf, 6 guns), Orlando Smith's Bde (OSm; 1,600 inf, 4 guns)

Schurz' Division

Schimmelfennig's Bde (Sch; 1,600 inf, 6 guns), Krzyzanowski's Bde (Krz; 1,400 inf, no guns)

Slocum's Corps

Attached to Corps HQ

Lockwood's Bde (Loc; 1,800 inf, 6 guns)

Williams' Division

McDougall's Bde (McD; 1,800 inf, 4 guns), Ruger's Bde (Rug; 1,600 inf, 6 guns)

Geary's Division

Candys Bde (Can; 1,800 inf, 6 guns), Kane's Bde (Kan; 700 inf, 4 guns), Greene's Bde (Gre; 1,400 inf, 4 guns)

French's Division

Morris' Bde (Mor; 2,600 inf, no guns),

Kenly's Bde (Ken; 1,800 inf, 6 guns), B. Smith's Bde (BSm; 1,000 inf, no guns)

Confederate Forces

Army of Northern Virginia

Gen. Robert E. Lee

Longstreet's Corps

Attached to Corps HQ

Alexander's Bty (Ale; 500 crew, 20 guns), Eshleman's Bty (Esh; 400 crew, 14 guns)

McLaws' Division

Kershaw's Bde (Ker; 2,200 inf, 4 guns), Semmes' Bde (Sem; 1,300 inf, 4 guns), Barksdale's Bde (Bar; 1,600 inf, 4 guns), Wofford's Bde (Wof; 1,400 inf, 4 guns)

Pickett's Division

Garnett's Bde (Gar; 1,500 inf, 4 guns), Armistead's Bde (Arm; 2,100 inf, 14 guns), Kemper's Bde (Kem; 1,600 inf, 4 guns), Corse's Bde (Cor; 1,100 inf, 4 guns)

Hood's Division

Law's Bde (Law; 1,900 inf, 4 guns), George Anderson's Bde (GAn; 1,900 inf, 4 guns), Jerome Robertson's Bde (JRo; 1,700 inf, 4 guns), Benning's Bde (Ben; 1,500 inf, 6 guns)

Ransom's Division

M. Ransom's Bde (MRa; 2,900 inf, no guns), Cooke's Bde (Coo; 2,200 inf, no guns), M. Jenkins' Bde (MJe; 2,200 inf, no guns)

Ewell's Corps

Attached to Corps HQ

Dance's Bty (Dan; 400 crew, 20 guns), Nelson's Bty (Nel; 300 crew, 14 guns)

Early's Division

Hays' Bde (Hay; 1,300 inf, 4 guns), Avery's Bde (Ave; 1,200 inf, 4 guns), Smith's Bde (Smi; 900 inf, 4 guns), Gordon's Bde (Gor; 1,800 inf, 4 guns)

Johnson's Division

Steuart's Bde (Ste; 2,100 inf, 4 guns), Williams' Bde (Wil; 1,100 inf, 4 guns), Stonewall Bde (Wal; 1,300 inf, 4 guns), John Jones' Bde (JJo; 1,500 inf, 4 guns)

Rodes' Division

Daniel's Bde (Dan; 2,200 inf, 4 guns), Iverson's Bde (Ive; 1,400 inf, no guns), Doles' Bde (Dol; 1,300 inf, 4 guns), Ramseur's Bde (Ram; 1,000 inf, 4 guns), O'Neal's Bde (O'N; 1,800 inf, 4 guns)

Hill's Corps

Attached to Corps HQ

McIntosh's Bty (McI; 500 crew, 16 guns), Pegram's Bty (Peg; 500 crew, 20 guns)

Anderson's Division

Wilcox' Bde (Wil; 1,700 inf, 6 guns), Mahone's Bde (Mah; 1,600 inf, no guns), Wright's Bde (Wri; 1,400 inf, 6 guns), Lang's Bde (Lan; 700 inf, no guns), Posey's Bde (Pos; 1,400 inf, 4 guns)

Heth's Division

Pettigrew's Bde (Pet; 2,600 inf, 4 guns), Brockenbrough's Bde (Bro; 1,000 inf, 4 guns), Archer's Bde (Arc; 1,200 inf, 4 guns), Davis' Bde (Dav; 2,300 inf, 4 guns)

Pender's Division

Perrin's Bde (Per; 1,900 inf, 4 guns), Lane's Bde (Lan; 1,700 inf, 4 guns), Thomas' Bde (Tho; 1,300 inf, 4 guns), Scales' Bde (Sca; 1,400 inf, 4 guns)

Stuart's Cavalry Corps

Attached to Corps HQ

Fitz Lee's Bde (Fit; 1,600 cav, 4 guns), Hampton's Bde (Ham; 1,800 cav, 6 guns), Chambliss' Bde (Cha; 1,200 cav, 4 guns), Beverley Robertson's Bde (BRo; 1,000 cav, 4 guns), William Jones' Bde (WJo; 1,400 cav, 4 guns), Albert Jenkins' Bde (AJe; 1,100 cav, 4 guns), Imboden's Bde (Imb; 2,100 cav, 4 guns)

CHICKAMAUGA

Union Forces

Army of the Cumberland

Maj-Gen. Wm Rosecrans

Attached to Army HQ

Minty's Bde (Min; 1,200 cav, 4 guns)

Davis' Division

Carlin's Bde (Car; 1,500 inf, 6 guns), Heg's Bde (Heg; 1,400 inf, 4 guns)

Sheridan's Division

Lytle's Bde (Lyt; 1,700 inf, no guns), Laiboldt's Bde (Lai; 1,400 inf, 6 guns), Bradley's Bde (Bra; 1,300 inf, 6 guns)

Wood's Division

Buell's Bde (Bue; 1,400 inf, 6 guns), Barnes' Bde (Bar; 1,700 inf, 6 guns), Harker's Bde (Har; 1,500 inf, 6 guns)

Van Cleve's Division

Samuel Beatty's Bde (SBe; 2,000 inf, 6 guns), Dick's Bde (Dic; 1,600 inf, 4 guns)

Thomas' Corps

Attached to Corps HQ

Wilder's Bde (a) (WiA; 1,200 mtd inf, 6 guns), Wilder's Bde (b) (WiB; 1,200 mtd inf, 4 guns)

Baird's Division

Scribner's Bde (Scr; 2,200 inf, 6 guns), Starkweather's Bde (Sta; 1,900 inf, 6 guns), John King's Bde (JKi; 1,600 inf, 4 guns)

Negley's Division

John Beatty's Bde (JBe; 1,900 inf, 6 guns), Stanley's Bde (Sta; 1,400 inf, 6 guns), Sirwell's Bde (Sir; 1,800 inf, 4 guns)

Brannan's Division

Connell's Bde (Con; 1,100 inf, 6 guns), Croxton's Bde (Cro; 2,600 inf, 4 guns), Van Derveer's Bde (Van; 2,900 inf, 4 guns)

Reynold's Division

Edward King's Bde (EKi; 2,800 inf, 6 guns), Turchin's Bde (Tur; 1,800 inf, 4 guns)

Johnson's Division

Willich's Bde (Wil; 2,000 inf, 6 guns), Dodge's Bde (Dod; 1,700 inf, 6 guns), Baldwin's Bde (Bal; 1,900 inf, 6 guns)

Palmer's Division

Cruft's Bde (Cru; 1,800 inf, 8 guns), Hazen's Bde (Haz; 2,000 inf, 6 guns), Grose's Bde (Gro; 1,900 inf, 6 guns)

Granger's Corps

Attached to Corps HQ

McCook's Bde (McC; 1,800 inf, 6 guns)

Steedman's Division

Whitaker's Bde (Whi; 2,000 inf, 6 guns), Mitchell's Bde (Mit; 1,700 inf, 4 guns)

Confederate Forces

Army of Tennessee

Gen. Braxton Bragg

Hindman's Division

Anderson's Bde (And; 1,700 inf, 6 guns), Deas' Bde (Dea; 2,100 inf, 4 guns), Manigault's Bde (Man; 2,300 inf, 4 guns)

Polk's Corps

Cheatham's Division

Jackson's Bde (Jac; 1,700 inf, 4 guns), Maney's Bde (Man; 1,400 inf, 4 guns), Smith's Bde (Smi; 1,500 inf, 8 guns), Wright's Bde (Wri; 1,500 inf, 4 guns), Strahl's Bde (Str; 1,400 inf, 6 guns)

Cleburne's Division

Wood's Bde (Woo; 1,800 inf, 6 guns), Lucius Polk's Bde (Pol; 1,800 inf, 4 guns), Deshler's Bde (Des; 1,500 inf, 6 guns)

Breckinridge's Division

Helm's Bde (Hel; 1,400 inf, 10 guns), Adam's Bde (Ada; 1,300 inf, 4 guns), Stovall's Bde (Sto; 1,100 inf, 4 guns)

Gist's Division

Colquitt's Bde (Col; 1,300 inf, no guns), Ector's Bde (Ect; 1,700 inf, no guns), Wilson's Bde (Wil; 1,600 inf, 4 guns)

Liddell's Division

Govan's Bde (Gov; 1,200 inf, 4 guns), Walthall's Bde (Wal; 1,200 inf, 4 guns)

Longstreet's Corps

Stewart's Division

Bate's Bde (Bat; 1,800 inf, 6 guns), Clayton's Bde (Cla; 1,500 inf, 4 guns), Brown's Bde (Bro; 1,400 inf, 4 guns)

Preston's Division

Gracie's Bde (Gra; 2,000 inf, 10 guns), Kelly's Bde (Kel; 1,200 inf, 4 guns), Trigg's Bde (Tri; 1,300 inf, 4 guns)

McLaws' Division
Kershaw's Bde (Ker; 1,600 inf, 4 guns), Humphreys' Bde (Hum; 1,400 inf, 4 guns)

Johnson's Division
Fulton's Bde (Ful; 1,000 inf, 4 guns), Gregg's Bde (Gre; 1,500 inf, 4 guns), McNair's Bde (McN; 1,200 inf, 4 guns)

Hood's Division
Law's Bde (Law; 1,600 inf, 4 guns), Robertson's Bde (Rob; 1,200 inf, 4 guns), Benning's Bde (Ben; 1,200 inf, 4 guns)

Forrest's Cavalry Corps

Armstrong's Division
Wheeler's Bde (Whe; 1,300 cav, 4 guns), Dibrell's Bde (Dib; 1,500 cav, 4 guns)

Pegram's Division
Davidson's Bde (Dav; 1,300 cav, 4 guns), Scott's Bde (Sco; 1,600 cav, 4 guns)

CHATTANOOGA

Union Forces

Army of the Cumberland

Maj-Gen. Ulsses S. Grant

Attached to Army HQ
Church's Bty (Chu; 800 crew, 30 guns). This battery is immobile

Thomas' Corps

Attached to Corps HQ
Cotter's Bty (Cot; 700 crew, 22 guns), Marshall's Bty (Mar; 500 crew, 20 guns). These 2 batteries are immobile

Sheridan's Division
Francis Sherman's Bde (FSh; 1,700 inf, 2 guns), Wagner's Bde (Wag; 1,700 inf, 2 guns), Harker's Bde (Har; 1,500 inf, 2 guns)

Wood's Division
Willich's Bde (Wil; 1,700 inf, 2 guns), Hazen's Bde (Haz; 1,700 inf, 2 guns), Samuel Beatty's Bde (SBe; 1,800 inf, 2 guns)

Johnson's Division
Carlin's Bde (Car; 1,400 inf, 2 guns), Moore's Bde (Moo; 1,500 inf, 2 guns), Starkweather's Bde (Sta; 1,700 inf, 2 guns)

Baird's Division
Turchin's Bde (Tur; 1,800 inf, 2 guns), Derveer's Bde (Der; 1,700 inf, 2 guns), Phelps' Bde (Phe; 1,800 inf, 2 guns)

Hooker's Corps

Attached to Corps HQ
Sutermeister's Bty (Sut; 900 crew, 30 guns). This battery is immobile

Cruft's Division
Whitaker's Bde (Whi; 1,900 inf, no guns), Grose's Bde (Gro; 1,800 inf, no guns)

Geary's Division
Candy's Bde (Can; 1,400 inf, no guns), Cobham's Bde (Cob; 1,300 inf, 2 guns), Ireland's Bde (Ire; 1,400 inf, 2 guns)

Osterhaus' Division
Woods' Bde (Woo; 1,600 inf, 2 guns), Williamson's Bde (Wil; 1,500 inf, 2 guns)

Sherman's Corps

Attached to Corps HQ
Grimes' Bty (Gri; 500 crew, 14 guns)

Davis' Division
Morgan's Bde (Mor; 1,700 inf, 4 guns), John Beatty's Bde (JBe; 1,900 inf, 4 guns), McCook's Bde (McC; 1,800 inf, 4 guns)

Morgan Smith's Division
Giles Smith's Bde (GSm; 1,400 inf, 4 guns), Lightburn's Bde (Lig; 1,500 inf, 4 guns)

Ewing's Division
Loomis' Bde (Loo; 1,600 inf, 4 guns), Corse's Bde (Cor; 1,500 inf, 4 guns), Cockerill's Bde (Coc; 1,400 inf, 2 guns)

John Smith's Division
Alexander's Bde (Ale; 1,400 inf, 4 guns), Raum's Bde (Rau; 1,200 inf, 4 guns), Matthies' Bde (Mat; 1,200 inf, 4 guns)

Howard's Corps

Von Steinwehr's Division
Buschbeck's Bde (Bus; 1,300 inf, no guns), Orlando Smith's Bde (OSm; 1,200 inf, no guns)

Schurz' Division
Tyndale's Bde (Tyn; 1,100 inf, 2 guns), Krzyzanowski's Bde (Krz; 1,000 inf, 2 guns), Hecker's Bde (Hec; 1,200 inf, 2 guns)

Confederate Forces

Army of Tennessee

Gen. Braxton Bragg

Attached to Army HQ
Robertson's Bty (Rob; 500 crew, 16 guns), Williams' Bty (Wil; 300 crew, 12 guns)

Cheatham's Division
Jackson's Bde (Jac; 1,400 inf, 4 guns), Moore's Bde (Moo; 1,300 inf, 4 guns), Cumming's Bde (Cum; 1,400 inf, 4 guns)

Stevenson's Division
Walthall's Bde (Wal; 1,300 inf, 4 guns), Brown's Bde (Bro; 1,300 inf, 6 guns), Pettus' Bde (Pet; 1,500 inf, 6 guns)

Hardee's Corps

Attached to Corps HQ
Wright's Bde (Wri; 1,300 inf, 4 guns), Reynolds' Bde (Rey; 1,200 inf, 6 guns)

Cleburne's Division
Lowrey's Bde (Low; 1,300 inf, 6 guns), Lucius Polk's Bde (Pol; 1,500 inf, 6 guns), Liddell's Bde (Lid; 1,100 inf, 6 guns), Smith's Bde (Smi; 1,500 inf, 6 guns)

Walker's Division
Gist's Bde (Gis; 1,300 inf, 4 guns), Wilson's Bde (Wil; 1,400 inf, 4 guns), Maney's Bde (Man; 1,200 inf, 4 guns)

Breckinridge's Corps

Hindman's Division
Anderson's Bde (And; 1,300 inf, 4 guns), Manigault's Bde (Man; 1,400 inf, 4 guns), Deas' Bde (Dea; 1,600 inf, 4 guns), Vaughan's Bde (Vau; 1,200 inf, 4 guns)

Bate's Division
Tyler's Bde (Tyl; 1,300 inf, 6 guns), Lewis' Bde (Lew; 1,200 inf, 4 guns), Finley's Bde (Fin; 1,000 inf, 4 guns)

Stewart's Division
Stovall's Bde (Sto; 1,400 inf, 4 guns), Strahl's Bde (Str; 1,000 inf, 4 guns), Clayton's Bde (Cla; 1,300 inf, 4 guns), Adams' Bde (Ada; 1,100 inf, 4 guns)

WILDERNESS

Union Forces

Army of the Potomac

Lt-Gen. Ulysses S. Grant

Attached to Army HQ
Wilson's Rgt (Wil; 500 cav, no guns), Burton's Bty (Bur; 800 crew, 24 guns)

Getty's Division
Wheaton's Bde (Whe; 2,300 inf, no guns), Grant's Bde (Gra; 2,300 inf, no guns), Neill's Bde (Nei; 2,200 inf, no guns), Eustis' Bde (Eus; 1,900 inf, no guns)

Stevenson's Division
Carruth's Bde (Car; 2,900 inf, no guns), Leasure's Bde (Lea; 1,700 inf, no guns)

Ferrero's Division
Sigfried's Bde (Sig; 1,400 inf, no guns), Thomas' Bde (Tho; 1,000 inf, no guns)

Hancock's Corps

Attached to Corps HQ
Tidball's Bty (Tid; 800 crew, 24 guns)

Barlow's Division
Miles' Bde (Mil; 2,000 inf, no guns), Smyth's Bde (Smy; 1,800 inf, no guns), Frank's Bde (Fra; 2,100 inf, no guns), Brooke's Bde (Bro; 1,900 inf, no guns)

Gibbon's Division
Webb's Bde (Web; 2,800 inf, no guns), Owen's Bde (Owe; 1,800 inf, no guns), Carroll's Bde (Car; 2,900 inf, no guns)

Birney's Division
Ward's Bde (War; 2,900 inf, no guns), Hays' Bde (Hay; 2,900 inf, no guns)

Mott's Division
McAllister's Bde (McA; 2,700 inf, no guns), Brewster's Bde (Bre; 2,600 inf, no guns)

Warren's Corps
Attached to Corps HQ
Wainwright's Bty (Wai; 800 crew, 24 guns)

Griffin's Division
Ayres' Bde (Ayr; 3,100 inf, no guns), Sweitzer's Bde (Swe; 2,100 inf, no guns), Bartlett's Bde (Bar; 2,900 inf, no guns)

Robinson's Division
Leonard's Bde (Leo; 1,600 inf, no guns), Baxter's Bde (Bax; 1,900 inf, no guns), Denison's Bde (Den; 1,600 inf, no guns)

Crawford's Division
McCandless' Bde (McC; 2,100 inf, 6 guns), Fisher's Bde (Fis; 1,700 inf, no guns)

Wadsworth's Division
Cutler's Bde (Cut; 3,100 inf, no guns), Rice's Bde (Ric; 1,900 inf, no guns), Stone's Bde (Sto; 1,900 inf, no guns)

Sedgwick's Corps
Attached to Corps HQ
Tompkins' Bty (Tom; 800 crew, 24 guns)

Wright's Division
Brown's Bde (Bro; 2,600 inf, no guns), Upton's Bde (Upt; 2,000 inf, no guns), Russell's Bde (Rus; 2,200 inf, no guns), Shaler's Bde (Sha; 2,100 inf, no guns)

Rickett's Division
Morris' Bde (Mor; 2,300 inf, no guns), Seymour's Bde (Sey; 2,500 inf, no guns)

Burnside's Corps
Attached to Corps HQ
Edwards' Bty (Edw; 800 crew, 24 guns)

Potter's Division
Bliss' Bde (Bli; 1,900 inf, no guns), Griffin's Bde (Gri; 3,000 inf, no guns)

Willcox' Division
Hartranft's Bde (Har; 3,100 inf, no guns), Christ's Bde (Chr; 2,900 inf, no guns)

Confederate Forces
Army of Northern Virginia
Gen. Robert E. Lee

Attached to Army HQ
Gordon's Rgt (Gor; 300 cav, no guns), Long's Bty (Lon; 600 crew, 24 guns)

Longstreet's Corps
Attached to Corps HQ
Alexander's Bty (Ale; 600 crew, 24 guns)

Kershaw's Division
Henagan's Bde (Hen; 1,900 inf, no guns), Humphreys' Bde (Hum; 1,300 inf, no guns), Wofford's Bde (Wof; 1,500 inf, no guns), Bryan's Bde (Bry; 1,300 inf, no guns)

Field's Division
Jenkins' Bde (Jen; 1,600 inf, no guns), Anderson's Bde (And; 1,500 inf, no guns), Law's Bde (Law; 1,400 inf, no guns), Gregg's Bde (Gre; 1,400 inf, no guns), Benning's Bde (Ben; 1,200 inf, no guns)

Ewell's Corps
Attached to Corps HQ
Nelson's Bty (Nel; 600 crew, 24 guns), Hardaway's Bty (Har; 600 crew, 24 guns)

Early's Division
Hays' Bde (Hay; 1,500 inf, no guns), Pegram's Bde (Peg; 1,500 inf, no guns), Gordon's Bde (Gor; 1,700 inf, no guns)

Johnson's Division
James Walker's Bde (JWa; 1,500 inf, no guns), Steuart's Bde (Ste; 1,200 inf, no guns), Jones' Bde (Jon; 1,500 inf, no guns), Stafford's Bde (Sta; 1,200 inf, no guns)

Rodes' Division
Daniel's Bde (Dan; 1,700 inf, no guns), Ramseur's Bde (Ram; 1,500 inf, no guns), Doles' Bde (Dol; 1,200 inf, no guns), Battle's Bde (Bat; 1,500 inf, no guns), Johnston's Bde (Joh; 1,200 inf, no guns)

Hill's Corps
Attached to Corps HQ
Walker's Bty (Wal; 600 crew, 24 guns)

Anderson's Division
Perrin's Bde (Per; 1,600 inf, no guns), Mahone's Bde (Mah; 1,800 inf, no guns), Harris' Bde (Har; 1,600 inf, no guns), Wright's Bde (Wri; 1,100 inf, no guns), Perry's Bde (Per; 800 inf, no guns)

Heth's Division
Davis' Bde (Dav; 1,500 inf, no guns), Cooke's Bde (Coo; 1,700 inf, no guns), Kirkland's Bde (Kir; 2,300 inf, no guns), Henry Walker's Bde (HWa; 2,100 inf, no guns)

Wilcox' Division
Lane's Bde (Lan; 2,100 inf, no guns), Scales' Bde (Sca; 1,900 inf, no guns), McGowan's Bde (McG; 2,000 inf, no guns), Thomas' Bde (Tho; 1,700 inf, no guns)

SPOTSYLVANIA
Union Forces
Army of the Potomac
Lt-Gen. Ulysses S. Grant

Attached to Army HQ
Kitching's Bty (Kit; 600 crew, 22 guns), Burton's Bty (Bur; 800 crew, 24 guns)

Mott's Division
McAllister's Bde (McA; 2,000 inf, 6 guns), Brewster's Bde (Bre; 1,800 inf, 6 guns)

Ferrero's Division
Sigfried's Bde (Sig; 1,400 inf, 4 guns), Thomas' Bde (Tho; 1,000 inf, 4 guns)

Hancock's Corps
Barlow's Division
Miles' Bde (Mil; 1,700 inf, 6 guns), Smyth's Bde (Smy; 1,700 inf, 6 guns), Brown's Bde (Bro; 1,800 inf, 4 guns), Brooke's Bde (Bro; 1,700 inf, no guns)

Gibbon's Division
Webb's Bde (Web; 2,400 inf, 6 guns), Owen's Bde (Owe; 1,500 inf, 4 guns), Carroll's Bde (Car; 2,400 inf, 6 guns)

Birney's Division
Ward's Bde (War; 2,700 inf, 6 guns), Walker's Bde (Wal; 2,500 inf, 6 guns)

Warren's Corps
Griffin's Division
Ayres' Bde (Ayr; 2,000 inf, 6 guns), Sweitzer's Bde (Swe; 1,700 inf, 6 guns), Bartlett's Bde (Bar; 2,300 inf, 4 guns)

Robinson's Division
Leonard's Bde (Leo; 1,300 inf, 4 guns), Lyle's Bde (Lyl; 1,400 inf, 6 guns), Bowerman's Bde (Bow; 1,300 inf, no guns)

Crawford's Division
McCandless' Bde (McC; 1,700 inf, 6 guns), Fisher's Bde (Fis; 1,400 inf, no guns)

Cutler's Division
Bragg's Bde (Bra; 2,500 inf, 6 guns), Rice's Bde (Ric; 1,400 inf, 6 guns), Stone's Bde (Sto; 1,400 inf, 6 guns)

Wright's Corps
Russell's Division
Penrose's Bde (Pen; 2,100 inf, 6 guns), Upton's Bde (Upt; 1,800 inf, 6 guns), Edwards' Bde (Edw; 1,800 inf, 6 guns), Cross' Bde (Cro; 1,700 inf, 6 guns)

Neill's Division
Wheaton's Bde (Whe; 2,000 inf, 6 guns), Grant's Bde (Gra; 2,100 inf, 6 guns), Bidwell's Bde (Bid; 1,800 inf, 4 guns), Eustis' Bde (Eus; 1,700 inf, no guns)

Rickett's Division
Shaler's Bde (Sha; 2,000 inf, 6 guns), Benjamin Smith's Bde (BSm; 2,100 inf, 4 guns)

Burnside's Corps
Crittenden's Division
Wells' Bde (Wel; 2,500 inf, 6 guns), Leasure's Bde (Lea; 1,400 inf, 6 guns)

Potter's Division
Curtin's Bde (Cur; 1,600 inf, 6 guns), Griffin's Bde (Gri; 2,600 inf, 6 guns)

Willcox' Division
Hartranft's Bde (Har; 2,800 inf, 6 guns), Christ's Bde (Chr; 2M inf, 6 guns)

Confederate Forces
Army of Nth Virginia
Gen. Robert E. Lee

Attached to Army HQ
Alexander's Bty (Ale; 600 crew, 22 guns)

Mahone's Division
Perrin's Bde (Per; 1,300 inf, 8 guns), Williamson's Bde (Wil; 1,600 inf, 8 guns), Harris' Bde (Har; 1,300 inf, 4 guns), Wright's Bde (Wri; 900 inf, 6 guns), E. Perry's Bde (EPe; 700 inf, 4 guns)

Heth's Division
Davis' Bde (Dav; 1,200 inf, 6 guns), Cooke's Bde (Coo; 1,400 inf, 6 guns), Kirkland's Bde (Kir; 1,700 inf, 8 guns), Henry Walker's Bde (HWa; 1,700 inf, 8 guns)

Anderson's Corps

Kershaw's Division
Henagan's Bde (Hen; 1,600 inf, 8 guns), Humphreys' Bde (Hum; 1,100 inf, 4 guns), Wofford's Bde (Wof; 1,400 inf, 6 guns), Bryan's Bde (Bry; 1,200 inf, 4 guns)

Field's Division
W. Perry's Bde (WPe; 1,400 inf, 8 guns), Anderson's Bde (And; 1,400 inf, 8 guns), Bratton's Bde (Bra; 1,300 inf, 6 guns), Gregg's Bde (Gre; 1,100 inf, 6 guns), Du Bose's Bde (DuB; 1,100 inf, 6 guns)

Ewell's Corps

Gordon's Division
Hays' Bde (Hay; 1,300 inf, 8 guns), Hoffman's Bde (Hof; 1,400 inf, 8 guns), Evans' Bde (Eva; 1,600 inf, 4 guns)

Johnson's Division
J. Walker's Bde (JWa; 1,300 inf, 6 guns), Steuart's Bde (Ste; 1,000 inf, 4 guns), Jones' Bde (Jon; 1,200 inf, 6 guns), Stafford's Bde (Sta; 1,000 inf, 6 guns)

Rodes' Division
Daniel's Bde (Dan; 1,600 inf, 8 guns), Ramseur's Bde (Ram; 1,400 inf, 4 guns), Doles' Bde (Dol; 1,100 inf, 4 guns), Battle's Bde (Bat; 1,200 inf, 6 guns), Johnston's Bde (Joh; 1,100 inf, 6 guns)

Early's Corps

Wilcox' Division
Lane's Bde (Lan; 1,700 inf, 8 guns), Scales' Bde (Sca; 1,600 inf, 6 guns), McGowan's Bde (McG; 1,500 inf, 6 guns), Thomas' Bde (Tho; 1,400 inf, 6 guns)

COLD HARBOR

Union Forces

Army of the Potomac

Lt-Gen. Ulysses S. Grant

Attached to Army HQ
Kitching's Bty (Kit; 600 crew, 22 guns), Burton's Bty (Bur; 800 crew, 24 guns)

Ferrero's Division
Sigfried's Bde (Sig; 1,400 inf, 4 guns), Thomas' Bde (Tho; 1,000 inf, 4 guns)

Hancock's Corps

Barlow's Division
Miles' Bde (Mil; 1,700 inf, 6 guns), Byrnes' Bde (Byr; 1,500 inf, 6 guns), MacDougall's Bde (McD; 1,600 inf, 4 guns), Brooke's Bde (Bro; 1,800 inf, no guns)

Gibbon's Division
McKeen's Bde (McK; 2,000 inf, 6 guns), Owen's Bde (Owe; 1,400 inf, 4 guns), Smyth's Bde (Smy; 2,300 inf, 6 guns), Tyler's Bde (Tyl; 1,200 inf, 4 guns)

Birney's Division
Egan's Bde (Ega; 2,600 inf, 6 guns), Tannatt's Bde (Tan; 2,700 inf, 6 guns), Mott's Bde (Mot; 1,600 inf, 6 guns), Brewster's Bde (Bre; 1,500 inf, 6 guns)

Warren's Corps

Griffin's Division
Ayres' Bde (Ayr; 1,800 inf, 6 guns), Sweitzer's Bde (Swe; 1,600 inf, 6 guns), Bartlett's Bde (Bar; 2,100 inf, 4 guns)

Crawford's Division
Bates' Bde (Bat; 1,900 inf, 4 guns), Lyle's Bde (Lyl; 1,200 inf, 6 guns), Dushane's Bde (Dus; 1,400 inf, no guns), Hartshorne's Bde (Har; 2,100 inf, 6 guns)

Cutler's Division
Robinson's Bde (Rob; 2,300 inf, 6 guns), Hofmann's Bde (Hof; 1,700 inf, 6 guns), Bragg's Bde (Bra; 1,300 inf, 6 guns)

Wright's Corps

Russell's Division
Penrose's Bde (Pen; 1,800 inf, 6 guns), Upton's Bde (Upt; 1,600 inf, 6 guns), Eustis' Bde (Eus; 1,600 inf, 6 guns), Cross' Bde (Cro; 1,900 inf, 6 guns)

Neill's Division
Wheaton's Bde (Whe; 1,700 inf, 6 guns), Grant's Bde (Gra; 1,900 inf, 6 guns), Bidwell's Bde (Bid; 1,700 inf, 4 guns), Edward's Bde (Edw; 1,400 inf, no guns)

Rickett's Division
Truex' Bde (Tru; 1,700 inf, 6 guns), Benjamin Smith's Bde (BSm; 2,200 inf, 4 guns)

Burnside's Corps

Crittenden's Division
Ledlie's Bde (Led; 2,200 inf, 6 guns), Sudsburg's Bde (Sud; 1,500 inf, 6 guns)

Potter's Division
Curtin's Bde (Cur; 1,600 inf, 6 guns), Griffin's Bde (Gri; 2,300 inf, 6 guns)

Willcox' Division
Hartranft's Bde (Har; 2,600 inf, 6 guns), Christ's Bde (Chr; 2,500 inf, 6 guns)

Smith's Corps

Brooks' Division
Marston's Bde (Mar; 1,100 inf, 6 guns), Burnham's Bde (Bur; 1,000 inf, 4 guns), Henry's Bde (Hen; 1,400 inf, 4 guns)

Martindale's Division
Stannard's Bde (Sta; 1,600 inf, 4 guns), Stedman's Bde (Ste; 1,300 inf, no guns)

Devens' Division
Barton's Bde (Bar; 1,000 inf, 4 guns), Drake's Bde (Dra; 1,100 inf, 4 guns), Ames' Bde (Ame; 1,300 inf, no guns)

Confederate Forces

Army of Northern Virginia

Gen. Robert E. Lee

Attached to Army HQ
Long's Bty (Lon; 600 crew, 22 guns)

Hoke's Division
Corse's Bde (Cor; 1,900 inf, 6 guns), Clingman's Bde (Cli; 1,500 inf, 4 guns), Johnson's Bde (Joh; 1,800 inf, 6 guns), Hagood's Bde (Hag; 1,800 inf, no guns)

Fitz Lee's Cavalry Division
Lomax' Bde (Lom; 600 cav, 4 guns), Wickham's Bde (Wic; 800 cav, 2 guns)

Anderson's Corps

Kershaw's Division
Henagan's Bde (Hen; 1,400 inf, 8 guns), Humphreys' Bde (Hum; 1,200 inf, 4 guns), Wofford's Bde (Wof; 1,100 inf, 6 guns), Bryan's Bde (Bry; 1,200 inf, 4 guns)

Field's Division
W. Perry's Bde (WPe; 1,200 inf, 8 guns), Anderson's Bde (And; 1,100 inf, 8 guns), Bratton's Bde (Bra; 1,100 inf, 6 guns), Gregg's Bde (Gre; 900 inf, 6 guns), Du Bose's Bde (DuB; 1,000 inf, 6 guns)

Pickett's Division
Hunton's Bde (Hun; 1,600 inf, 4 guns), Steuart's Bde (Ste; 1,500 inf, 6 guns), Terry's Bde (Ter; 1,100 inf, 4 guns)

Early's Corps

Gordon's Division
Hays' Bde (Hay; 1,200 inf, 8 guns), Hoffman's Bde (Hof; 1,400 inf, 8 guns), Evans' Bde (Eva; 1,400 inf, 4 guns), Lewis' Bde (Lew; 1,200 inf, 6 guns)

Rodes' Division
Daniel's Bde (Dan; 1,400 inf, 6 guns), Ramseur's Bde (Ram; 1,400 inf, 4 guns), Doles' Bde (Dol; 1,200 inf, 6 guns), Battle's Bde (Bat; 1,200 inf, 6 guns), Johnston's Bde (Joh; 1,100 inf, 4 guns)

Heth's Division
Davis' Bde (Dav; 1,100 inf, 6 guns), Cooke's Bde (Coo; 1,200 inf, 6 guns), Kirkland's Bde (Kir; 1,400 inf, 8 guns), Henry Walker's Bde (HWa; 1,600 inf, 8 guns)

Hill's Corps

Mahone's Division
Perrin's Bde (Per; 1,200 inf, 8 guns), Williamson's Bde (Wil; 1,400 inf, 8 guns), Harris' Bde (Har; 1,300 inf, 4 guns), Wright's Bde (Wri; 1,000 inf, 6 guns), E. Perry's Bde (EPe; 900 inf, 4 guns)

Wilcox' Division
Lane's Bde (Lan; 1,500 inf, 8 guns), Scales' Bde (Sca; 1,300 inf, 6 guns), McGowan's Bde (McG; 1,400 inf, 6 guns), Thomas' Bde (Tho; 1,200 inf, 6 guns)

Breckenridge's Division
Lewis' Bde (Lew; 1,200 inf, 4 guns), Finley's Bde (Fin; 1,000 inf, 4 guns)

ATLANTA

Union Forces

Army of the Tennessee

Maj-Gen. James B. McPherson

Attached to Army HQ
Wangelin's Bde (Wan; 1,800 inf, no guns), Sherman's Det (She; 700 inf, 12 guns)

Logan's Corps

Woods' Division
Milo Smith's Bde (MSm; 1,400 inf, 6 guns), Williamson's Bde (Wil; 1,300 inf, 6 guns)

Morgan Smith's Division
Martin's Bde (Mar; 1,900 inf, 6 guns), Lightburn's Bde (Lig; 2,000 inf, 10 guns)

Harrow's Division
Williams' Bde (Wil; 1,400 inf, 4 guns), Walcutt's Bde (Wal; 1,700 inf, 4 guns), Oliver's Bde (Oli; 1,200 inf, 4 guns)

Dodge's Corps

Sweeny's Division
Rice's Bde (Ric; 1,500 inf, 6 guns), Mersey's Bde (Mer; 1,400 inf, 6 guns)

Fuller's Division
Morrill's Bde (Mor; 1,700 inf, 10 guns), Sprague's Bde (Spr; 1,500 inf, no guns)

Blair's Corps

Leggett's Division
Force's Bde (For; 1,800 inf, 10 guns), Scott's Bde (Sco; 1,400 inf, 6 guns), Malloy's Bde (Mal; 1,100 inf, 6 guns)

Giles Smith's Division
Potts' Bde (Pot; 1,900 inf, 12 guns), Hall's Bde (Hal; 1,800 inf, 10 guns)

Confederate Forces

Army of Tennessee

Gen. John B. Hood

Attached to Army HQ
Beckham's Bty (Bec; 400 crew, 24 guns)

Hardee's Corps

Maney's Division
Walker's Bde (Wal; 1,200 inf, 4 guns), Carter's Bde (Car; 1,300 inf, 4 guns), Strahl's Bde (Str; 1,100 inf, 6 guns), Magevney's Bde (Mag; 900 inf, 4 guns)

Cleburne's Division
Lowrey's Bde (Low; 1,200 inf, 6 guns), Govan's Bde (Gov; 1,100 inf, 4 guns), J. A. Smith's Bde (JSm; 1,100 inf, 4 guns), Reserve Bde (Res; 800 inf, no guns)

Walker's Division
Gist's Bde (Gis; 1,300 inf, 6 guns), Stevens' Bde (Ste; 1,000 inf, 4 guns), Mercer's Bde (Mer; 900 inf, no guns)

Bate's Division
Lewis' Bde (Lew; 1,000 inf, 6 guns), Tyler's Bde (Tyl; 1,200 inf, 4 guns), Finley's Bde (Fin; 900 inf, 4 guns)

Cheatham's Corps

Brown's Division
Deas' Bde (Dea; 1,200 inf, 4 guns), Manigault's Bde (Man; 1,100 inf, 6 guns), Sharp's Bde (Sha; 1,200 inf, 4 guns), Brantly's Bde (Bra; 800 inf, no guns)

Stevenson's Division
Cook's Bde (Coo; 1,100 inf, 4 guns), Cumming's Bde (Cum; 1,200 inf, 6 guns), Reynolds' Bde (Rey; 1,000 inf, 4 guns), Pettus' Bde (Pet; 1,100 inf, no guns)

Clayton's Division
Stovall's Bde (Sto; 1,300 inf, 6 guns), Holtzclaw's Bde (Hol; 1,100 inf, 4 guns), Baker's Bde (Bak; 1,100 inf, 4 guns), Gibson's Bde (Gib; 1,400 inf, no guns)

Gustavus Smith's Division
Carswell's Bde (Car; 1,400 inf, 4 guns), Phillips' Bde (Phi; 1,500 inf, 4 guns)

FRANKLIN

Union Forces

IV and XXIII Corps

Maj-Gen. John M. Schofield

Attached to Army HQ
Opdycke's Bde (Opd; 1,900 inf, no guns), Ely's Bty (Ely; 500 crew, 18 guns)

Kimball's Division
Kirby's Bde (Kir; 1,700 inf, no guns), Whitaker's Bde (Whi; 1,800 inf, 4 guns), Grose's Bde (Gro; 1,900 inf, no guns)

Wagner's Division
Lane's Bde (Lan; 1,500 inf, no guns), Conrad's Bde (Con; 1,500 inf, no guns)

Wood's Division
Streight's Bde (Str; 1,400 inf, no guns), Post's Bde (Pos; 1,400 inf, no guns), Knefier's Bde (Kne; 1,100 inf, no guns)

Ruger's Division
Cooper's Bde (Coo; 1,800 inf, 4 guns), Moore's Bde (Moo; 1,800 inf, 8 guns), Mehringer's Bde (Meh; 1,200 inf, no guns)

Cox' Division
Doolittle's Bde (Doo; 1,500 inf, 4 guns), Casement's Bde (Cas; 1,500 inf, 4 guns), Stiles' Bde (Sti; 1,200 inf, 8 guns)

Confederate Forces

Army of Tennessee

Gen. John B. Hood

Chalmers' Cavalry Division
Rucker's Bde (Ruc; 700 cav, no guns), Biffle's Bde (Bif; 500 cav, no guns)

Cheatham's Corps

Brown's Division
Gist's Bde (Gis; 1,000 inf, no guns), Carter's Bde (Car; 1,400 inf, no guns), Strahl's Bde (Str; 1,400 inf, 4 guns), Gordon's Bde (Gor; 1,400 inf, 4 guns)

Cleburne's Division
Granbury's Bde (Gra; 1,400 inf, 4 guns), Govan's Bde (Gov; 1,500 inf, 4 guns), Lucius Polk's Bde (Pol; 1,200 inf, no guns)

Bate's Division
T. Smith's Bde (TSm; 1,400 inf, no guns), Finley's Bde (Fin; 1,200 inf, no guns), Jackson's Bde (Jac; 1,200 inf, no guns)

Stewart's Corps

Loring's Division
Featherston's Bde (Fea; 1,200 inf, no guns), Adams' Bde (Ada; 1,200 inf, no guns), Scott's Bde (Sco; 1,100 inf, 4 guns)

French's Division
Sears' Bde (Sea; 1,200 inf, 4 guns), Cockrell's Bde (Coc; 1,200 inf, no guns)

Walthall's Division
Quarles' Bde (Qua; 1,100 inf, no guns), Shelley's Bde (She; 1,000 inf, no guns), Reynolds' Bde (Rey; 1,000 inf, no guns)

Lee's Corps

Johnson's Division
Deas' Bde (Dea; 1,100 inf, no guns), Manigault's Bde (Man; 1,100 inf, no guns), Sharp's Bde (Sha; 1,200 inf, no guns), Brantly's Bde (Bra; 1,000 inf, no guns)

Stevenson's Division
Cumming's Bde (Cum; 1,000 inf, no guns), Pettus' Bde (Pet; 1,100 inf, no guns)

Clayton's Division
Stovall's Bde (Sto; 1,000 inf, no guns), Gibson's Bde (Gib; 1,200 inf, no guns), Holtzclaw's Bde (Hol; 1,000 inf, no guns)

NASHVILLE

Union Forces

The Union Army

Maj-Gen. George H. Thomas

Steedman's Division

Grosvenor's Bde (Gro; 1,500 inf, 6 guns), Morgan's Bde (Mor; 1,800 inf, 6 guns), Thompson's Bde (Tho; 1,800 inf, no guns)

Cruft's Division

Harrison's Bde (Har; 1,300 inf, 4 guns), Malloy's Bde (Mal; 1,200 inf, 4 guns)

Wood's Corps

Kimball's Division

Kirby's Bde (Kir; 1,700 inf, 6 guns), Whitaker's Bde (Whi; 1,800 inf, 4 guns), Grose's Bde (Gro; 1,900 inf, 6 guns)

Elliott's Division

Opdycke's Bde (Opd; 1,800 inf, 6 guns), Lane's Bde (Lan; 1,000 inf, 4 guns), Conrad's Bde (Con; 1,000 inf, no guns)

Beatty's Division

Streight's Bde (Str; 1,400 inf, 4 guns), Post's Bde (Pos; 1,400 inf, 4 guns), Knefler's Bde (Kne; 1,100 inf, 4 guns)

Schofield's Corps

Couch's Division

Cooper's Bde (Coo; 1,800 inf, 4 guns), Orlando Moore's Bde (OMo; 1,800 inf, 4 guns), Mehringer's Bde (Meh; 1,200 inf, 4 guns)

Cox' Division

Doolittle's Bde (Doo; 1,500 inf, 4 guns), Casement's Bde (Cas; 1,500 inf, 4 guns), Stiles' Bde (Sti; 1,200 inf, 8 guns)

A. J. Smith's Corps

McArthur's Division

McMillen's Bde (McM; 1,400 inf, 6 guns), Hubbard's Bde (Hub; 1,200 inf, 6 guns), Hill's Bde (Hil; 1,200 inf, 6 guns)

Garrard's Division

David Moore's Bde (DMo; 1,300 inf, 6 guns), Gilbert's Bde (Gil; 1,200 inf, 6 guns), Wolfe's Bde (Wol; 1,200 inf, 6 guns)

John Moore's Division

Ward's Bde (War; 1,200 inf, 6 guns), Blanden's Bde (Bla; 900 inf, 6 guns)

Wilson's Cavalry Corps

Hatch's Division

Croxton's Bde (Cro; 1,300 mtd, 6 guns), Stewart's Bde (Ste; 1,400 cav, 4 guns), Coon's Bde (Coo; 1,400 cav, 4 guns)

Richard Johnson's Division

Harrison's Bde (Har; 800 cav, 4 guns), Biddle's Bde (Bid; 1,000 cav, 4 guns)

Knipe's Division

Hammond's Bde (Ham; 1,000 mtd inf, 4 guns), Gilbert Johnson's Bde (GJo; 1,100 mtd inf, 4 guns)

Confederate Forces

Army of Tennessee

Gen. John B. Hood

Redoubt Garrisons (Immobile)

Redoubt 1 (R1; 300 inf, 6 guns), Redoubt 2 (R2; 200 inf, 4 guns), Redoubt 3 (R3; 200 inf, 4 guns), Redoubt 4 (R4; 200 inf, 4 guns), Redoubt 5 (R5; 100 inf, 4 guns),

Chalmers' Cavalry Division

Rucker's Bde (Ruc; 600 cav, no guns), Biffle's Bde (Bif; 400 cav, no guns)

Jackson's Cavalry Division

Armstrong's Bde (Arm; 1,200 cav, no guns), Ross' Bde (Ros; 1,400 cav, no guns), Ferguson's Bde (Fer; 1,100 cav, no guns)

Cheatham's Corps

Brown's Division

Walters' Bde (Wal; 700 inf, 6 guns), Field's Bde (Fie; 900 inf, 6 guns), Kellar's Bde (Kel; 900 inf, 4 guns), Watkins' Bde (Wat; 900 inf, 4 guns)

J. A. Smith's Division

Broughton's Bde (Bro; 900 inf, 4 guns), Govan's Bde (Gov; 1,100 inf, 4 guns), Lucius Polk's Bde (Pol; 1,000 inf, 6 guns)

Bate's Division

T. Smith's Bde (TSm; 1,000 inf, 6 guns), Finley's Bde (Fin; 900 inf, 4 guns), Jackson's Bde (Jac; 800 inf, 6 guns)

Stewart's Corps

Loring's Division

Featherston's Bde (Fea; 800 inf, 6 guns), Lowry's Bde (Low; 800 inf, no guns), Scott's Bde (Sco; 700 inf, 6 guns)

Walthall's Division

Sears' Bde (Sea; 800 inf, 6 guns), Ector's Bde (Ect; 700 inf, no guns), Quarles' Bde (Qua; 900 inf, 6 guns), Shelley's Bde (She; 600 inf, 6 guns), Reynolds' Bde (Rey; 600 inf, 6 guns)

Lee's Corps

Johnson's Division

Deas' Bde (Dea; 1,100 inf, no guns), Manigault's Bde (Man; 1,100 inf, 6 guns), Sharp's Bde (Sha; 1,200 inf, 6 guns), Brantly's Bde (Bra; 1,000 inf, 4 guns)

Stevenson's Division

Cumming's Bde (Cum; 1,000 inf, 6 guns), Pettus' Bde (Pet; 1,100 inf, 4 guns)

Clayton's Division

Stovall's Bde (Sto; 1,000 inf, 4 guns), Gibson's Bde (Gib; 1,200 inf, 4 guns), Holtzclaw's Bde (Hol; 1,000 inf, 4 guns)

Continued from p.14

Dear SSG,

I have never written to a magazine, game designer, etc. before but your comments in Issue 12 of *Run 5* has changed things. First, I want you to know that I'm enjoying your games! By the time you read this, I will have purchased all your games for the Apple IIe. The Civil War series is by far my favourite but I'm getting lots of entertainment from your other products as well.

I appreciated your comments on the "realities" of running a software company and the problems that occur when it seems software stores are cutting back on the products they sell. This is true in my area. The Software Etc. store in Fresno, Ca. has cut back on the titles they carry, especially for the Apple. For the past few months, they have carried only two of your games. I finally bought one of them and now they only carry the other. They don't seem to restock. No wonder the US stores are causing you problems! How can you expect to get your games sold if the main software store in a large city isn't carrying your products? I hope you can contact this store and see why they don't stock SSG games to a greater extent.

On the other hand, I can see things from a software store's point of view. How many Ultima clones can a store afford to stock? There isn't room for everybody. I realise that World War II is a popular subject for wargames but between SSG and SSI and other companies, it is not surprising that stores won't carry every game that's being made on the subject. Also, it seems that since video games are "in" again, arcade games are selling well as a result. The software store in my area has a great supply of arcade games and the games that are "at the top of the charts", but independent game manufacturers are hurting due to lack of space on the shelves.

Can any good come from this? I think so! While SSG does not come under this category, many companies flood the market with the current craze. As we all know, not all of these games are of the highest quality. Maybe game compa-

TABLES OF ORGANIZATION AND EQUIPMENT FOR THE BATTLEFRONT GAME SYSTEM (1939 - 1945)

Part Two

German, Finnish, Italian and Soviet

This completes the OBs for most of the major participants in World War II. Only Japan and a few minor countries are yet to be covered and they will appear in a future issue.

The following notes should be read before using the data in the tables.

EQUIP. This is a suggested name for the equipment used by the battalion (see 5.22 in the WarPlan™ menus). It has no effect on the play of the game.

CLASS. This is the number which defines the type of battalion; 0 = infantry, 1 = motorized infantry, 2 = mechanized infantry, 3 = parachute (airborne) infantry, 4 = heavy weapons, 5 = cavalry, 6 = reconnaissance, 7 = engineer, 8 = anti-air, 9 = anti-tank, 10 = tank destroyer, 11 = tank, 12 = assault gun, 13 = artillery.

This number defines the role of the battalion in the game. Thus, all battalions from Classes 9, 10 and 11 will confer the anti-tank bonus where appropriate. Class 10 and 11 battalions will also confer the armour in defense bonus.

MOVE. The suggested movement allowances used here are based on a map scale of 1 mile per hex. If your map scale is different, make a pro-rata adjustment. For example, if your map scale is two miles per hex, halve all movement allowances. If you stick to consistent movement values for your troops, you can use the terrain effects to regulate the distance traveled per turn by each battalion. Note that this movement scale is based on a *mech min* value of 10.

MAX STR. The guidelines in section 5.21 of WarPlan™ are used throughout.

RATING. I'll let you in on a piece of information not given in any of the game manuals. Armour type battalions (i.e Classes 2, 10, 11 and 12) have 4 added to their rating by the computer for combat purposes. This allows a more equitable differentiation of the rating scale. Thus, the apparently poor ratings for mechanized infantry battalions are explained.

RANGE. As with movement allowances, range values are based on a map scale of 1 mile per hex. ◆

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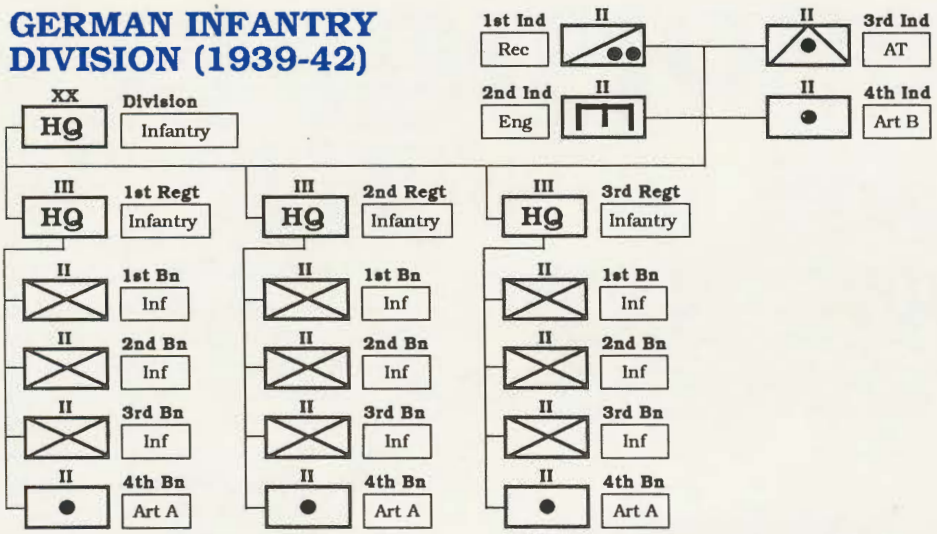
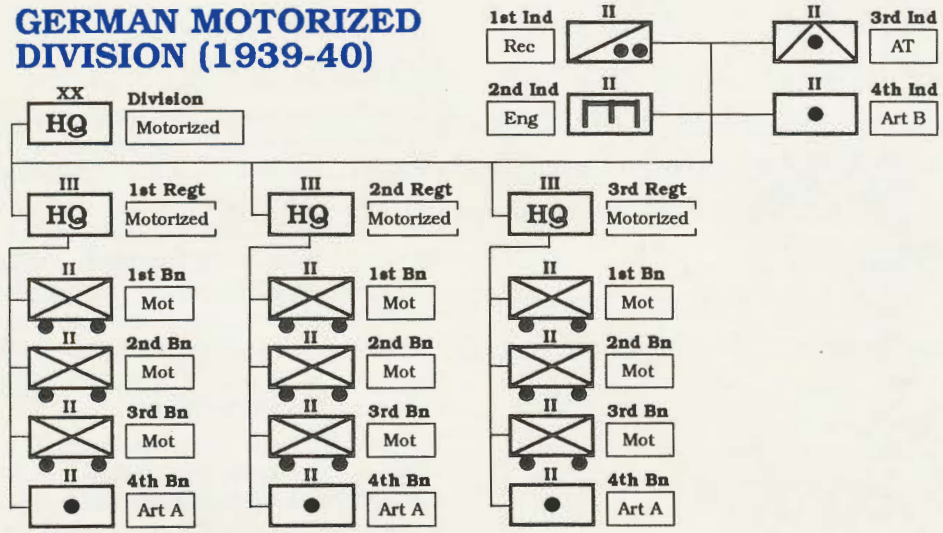
GERMAN INFANTRY DIVISION (1939-42)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Inf	Leg	0	6	10	8	0 (1) (a)
Recon	Leg	6	8	8	9	0
Eng	Leg	7	6	9	10	0
AT	37mm	9	10	9	5	0
Art A	105mm	13	13	4	10	8
Art B	150mm	13	13	4	12	10

GERMAN MOTORIZED DIVISION (1939-40)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Mot	Lorry	1	10	10	8	0 (1) (a)
Recon	Cycle	6	16	7	8	0
Eng	Lorry	7	10	8	9	0
AT	37mm	9	10	9	5	0
Art A	105mm	13	10	4	10	8
Art B	150mm	13	10	4	12	10

NOTES

The standard infantry division was basically unchanged from the *Stoss* model developed in the closing years of World War I. Each regiment contained about 3,000 men with a battalion strength of 850. The regimental anti-tank and artillery companies have been factored into the battalion strengths.

The recon battalion was larger and better equipped than recon battalions in contemporary armies, in keeping with the German philosophy of aggressive reconnaissance. The anti-tank battalion was the only fully motorized unit in the division. The artillery regiment was typically of 36 105mm Howitzers and 12 150mm Howitzers. The 105s have been broken down into 12 tube batteries and assigned directly to each regiment while the 150s are shown in the division's assets.

German infantry divisions were not motorized. Artillery was horse-drawn and the speed of advance was basically limited to how fast a man could walk.

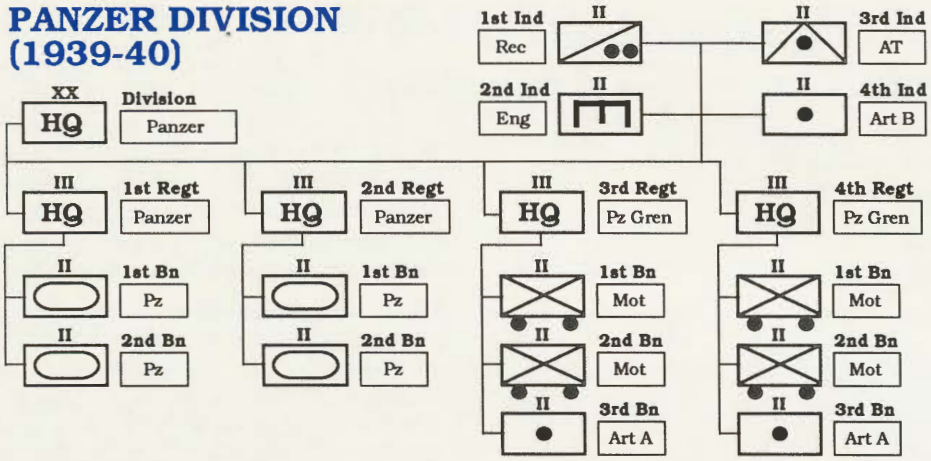
(a). When creating an infantry regiment, two battalions should be given a range of 0 while the third should have a range of 1. This arrangement gives the regiment a heavy weapons bonus.

NOTES

These divisions were originally designed as the motorized equivalent of the standard German infantry division. The equipment and organization were similar. Their role was to keep up with the Panzer divisions and provide whatever infantry support was needed.

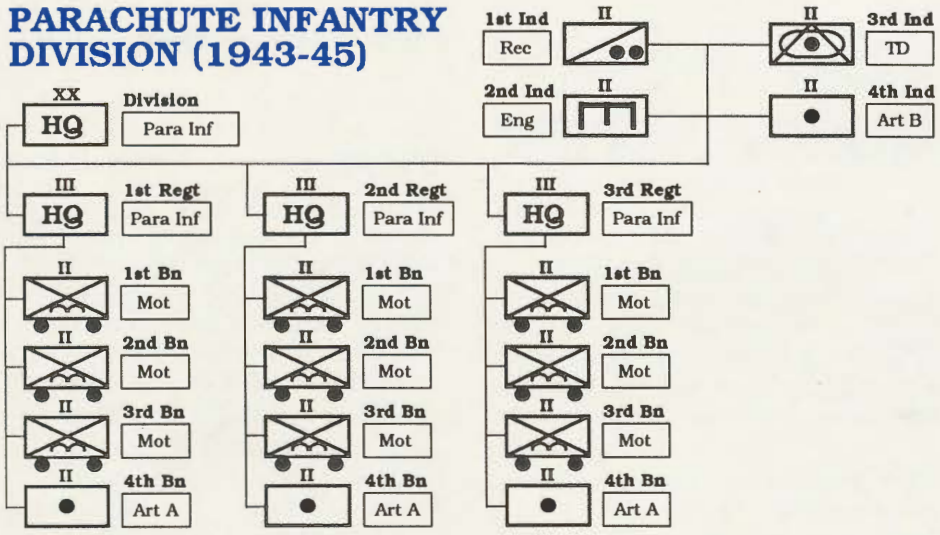
(a). When creating a Motorized regiment, two battalions should be given a range of 0 while the other should have a range of 1. This arrangement gives the regiment a heavy weapons bonus.

PANZER DIVISION (1939-40)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Mot	Lorry	1	10	8	8	0 (1) (a)
Recon	Cycle	6	16	7	8	0
Eng	Lorry	7	10	8	9	0
AT	Mxd	9	10	9	7	1
Arm (b)	Pz I	11	12	12	2	0
	Pz II	11	12	12	5	0
Art A	105mm	13	10	4	10	8
Art B	150mm	13	10	4	12	10

PARACHUTE INFANTRY DIVISION (1943-45)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Mot	Lorry	1	10	10	10	0 (1) (a)
Recon	AC	6	16	8	9	0
Eng	Lorry	7	10	9	10	0
AT	75mm	9	10	9	9	1
TD	StuG III	10	12	9	8	1
Art A	105mm	13	10	4	10	8
Art B	150mm	13	10	4	12	10

NOTES

The organization of the German armoured forces changed often throughout the course of the war, mostly in an effort to get more punch for the same price. This meant reducing the number of tanks per division. From a high of 320 tanks in 1939, the final prescribed strength in March 1945 was just 54.

The original Panzer division structure of two regiments of tanks (2 bns ea.) and a two-regiment brigade of motorized infantry is shown below. Some Panzer divisions in the 1940 Campaign in France had a single tank regiment of three battalions. The recon battalion used motorcycles while the anti-tank battalion used a mixture of 37mm and 75mm guns.

The Pz I and II tanks were pretty feeble and the effectiveness of Blitzkrieg relied as much on air support and good morale as the firepower of the tanks.

(a). When creating a Panzer Grenadier regiment, one battalion should be given a range of 0 while the other should have a range of 1. This arrangement gives the regiment a heavy weapons bonus.

(b). The ratio of Pz Is to Pz IIs was about 50/50.

NOTES

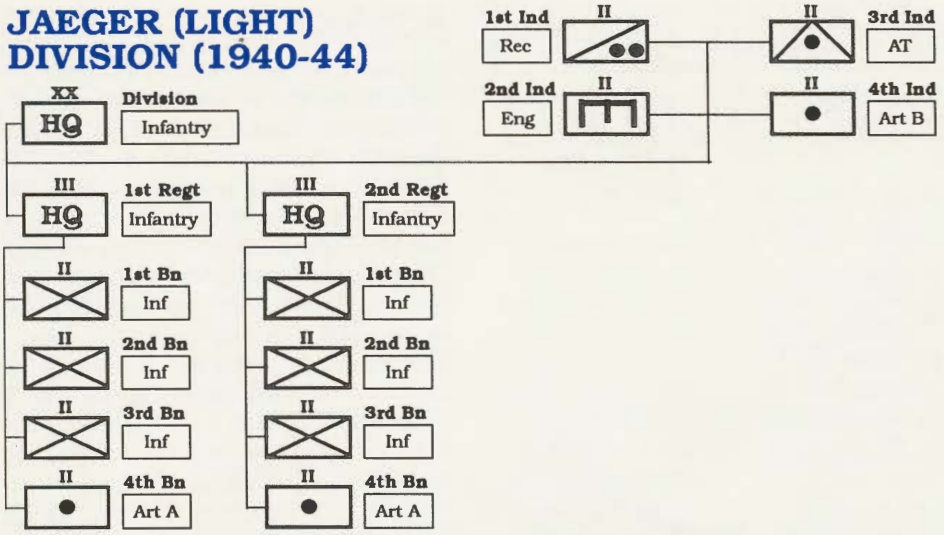
In 1943 the sole airborne division in the German Army was disbanded and used to form the first Parachute Infantry division. These were established as elite infantry formations and were designed as fully motorized formations. Ten such divisions were equipped by war's end although only the first three ever came near their full complement of men and materiel. They were used mainly in Italy and France.

The provision of heavy weapons and other support units was higher than in a regular infantry division. These divisions were not capable of air-drops.

(a). When creating an infantry regiment, two battalions should be given a range of 0 while the third should have a range of 1. This arrangement gives the regiment a heavy weapons bonus.

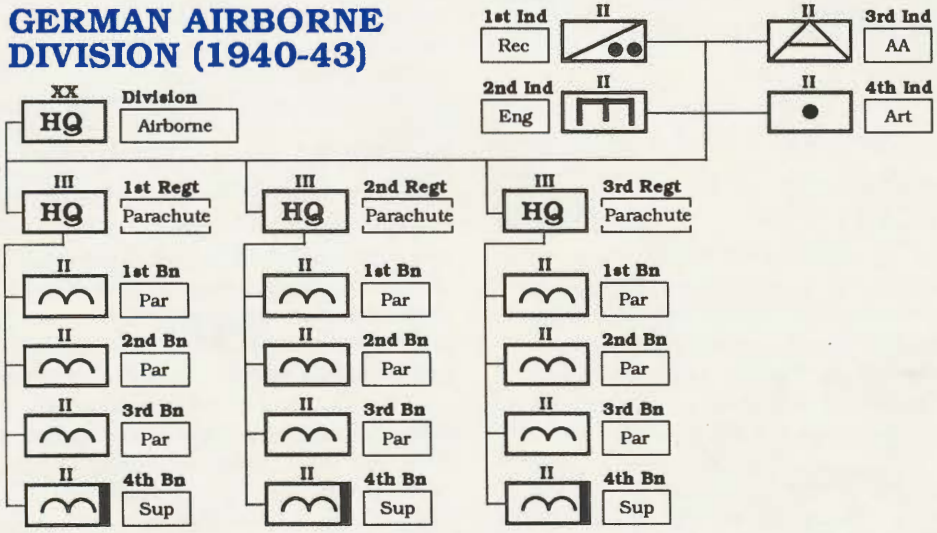
(b). Some divisions had more assault guns than towed anti-tank guns and these should be rated as tank destroyer battalions as suggested in the division's data table.

JAEGER (LIGHT) DIVISION (1940-44)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Inf	Leg	0	8	11	9	0 (1) (a)
Recon	Leg	6	8	9	9	0
Eng	Leg	7	8	9	9	0
AT (b)	75mm	9	10	9 (6) (c)	9	1
	StuG III	10	12	6	8	1
Art A	105mm	13	6	4	10	8
Art B	150mm	13	6	4	12	10

GERMAN AIRBORNE DIVISION (1940-43)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Para	Leg	3	6	9	7	0 (1) (a)
Sup	HMGs	4	6	4	9	1
Recon	Cycle	6	9	6	7	0
Eng	Leg	7	6	7	7	0
AA	20mm	8	5	4	4	0
Art	75mm	13	4	3	6	5

NOTES

These divisions were intended for a pursuit role. They had a greater degree of motorization than a standard infantry division and slightly more personnel. The two infantry regiments were the same size as those in mountain divisions. They were used principally in Russia where they performed only marginally better than a regular infantry division. Horse-drawn artillery and a limited capacity to motorize the infantry battalions restricted the division's ability to mount a real pursuit.

These divisions were gradually phased out in 1943-44 and the personnel used as the cadres for new regular infantry divisions.

(a). When creating an infantry regiment, two battalions should be given a range of 0 while the third should have a range of 1. This arrangement gives the regiment a heavy weapons bonus.

(b). Some divisions had more assault guns than towed anti-tank guns and these should be rated as tank destroyer battalions as suggested in the division's data table.

(c). The size of the anti-tank battalion decreased from 1942 because of the chronic shortage of 75mm AT guns.

NOTES

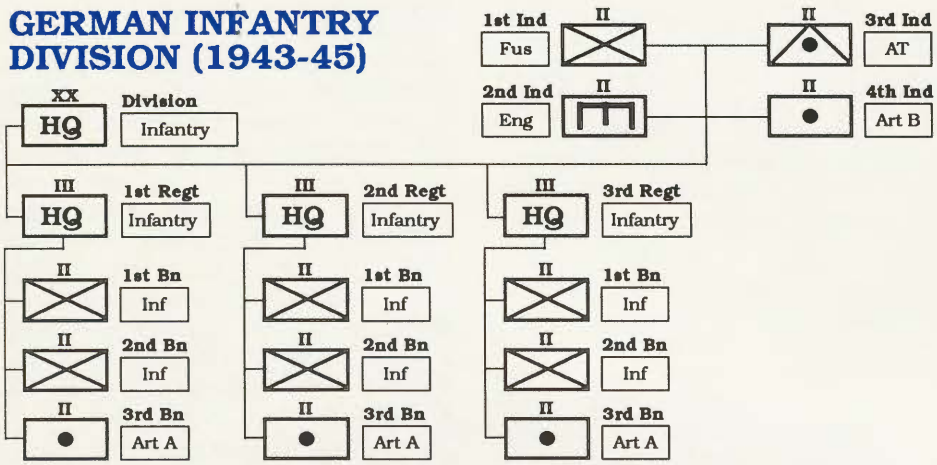
Only one airborne division was fielded by Germany, the 7th Airborne. Originally composed of two parachute regiments, by 1941 the division had been expanded to three regiments and supporting engineer, motor-cycle, anti-air and light artillery units.

Company and battalion sized air-drops proved very successful in Norway, Belgium and Greece. The invasion of Crete in 1941 was the first and last time the division fought as a single unit. Its success was somewhat offset by high casualties which influenced Hitler to restrict its further employment to conventional ground operations.

In 1943 the division was disbanded and its personnel used to form the newly created Parachute Infantry divisions.

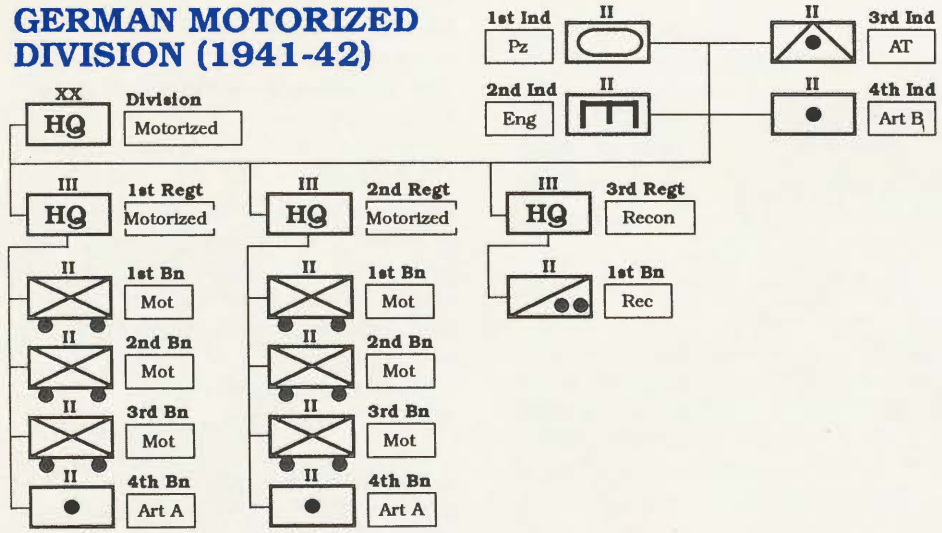
(a). When creating an parachute regiment, two battalions should be given a range of 0 while the third should have a range of 1. This arrangement gives the regiment a heavy weapons bonus.

GERMAN INFANTRY DIVISION (1943-45)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Inf	Leg	0	6	9	9	0 (1) (a)
Fus	Leg	0	6	8	10	0
Eng	Leg	7	6	7	10	0
AT (b)	75mm	9	10	6	9	1
	StuG III	10	12	6	8	1
Art A	105mm	13	5	4	10	8
Art B	150mm	13	5	3	12	10

GERMAN MOTORIZED DIVISION (1941-42)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Mot	Lorry	1	10	10	9	0 (1) (a)
Recon	AC	6	16	8	9	0
Eng	Lorry	7	10	8	9	0
AT	75mm	9	10	9	9	1
Pz (b)	Pz II	11	12	9	5	0
	Pz III	11	12	9	8	1
	Pz IV	11	12	9	11	1
Art A	105mm	13	10	4	10	8
Art B	150mm	13	10	4	12	10

NOTES

Germany's increasing demand for more infantry as the war in Russia dragged on forced them to rationalize the organization of their infantry divisions. This meant a reduction of about 30% in the number of infantrymen in the division, although the number of heavy weapons (and thus the division's firepower) remained pretty much the same. The provision of the deadly 120mm mortar and the 88mm rocket launcher also improved the division's firepower. The anti-tank battalion was considerably reduced, primarily because of the chronic shortage of 75mm AT guns. The recon (or Fusilier) battalion was now little more than a glorified infantry unit, and is treated as such.

A regiment now contained just under 2,000 men while the battalion strength was 780. The regiment's artillery and anti-tank companies have again been factored into the battalion strengths.

(a). When creating an infantry regiment, one battalion should be given a range of 0 while the other should have a range of 1. This arrangement gives the regiment a heavy weapons bonus.

(b). Some divisions had more assault guns than towed anti-tank guns and these should be rated as tank destroyer battalions as suggested in the division's data table.

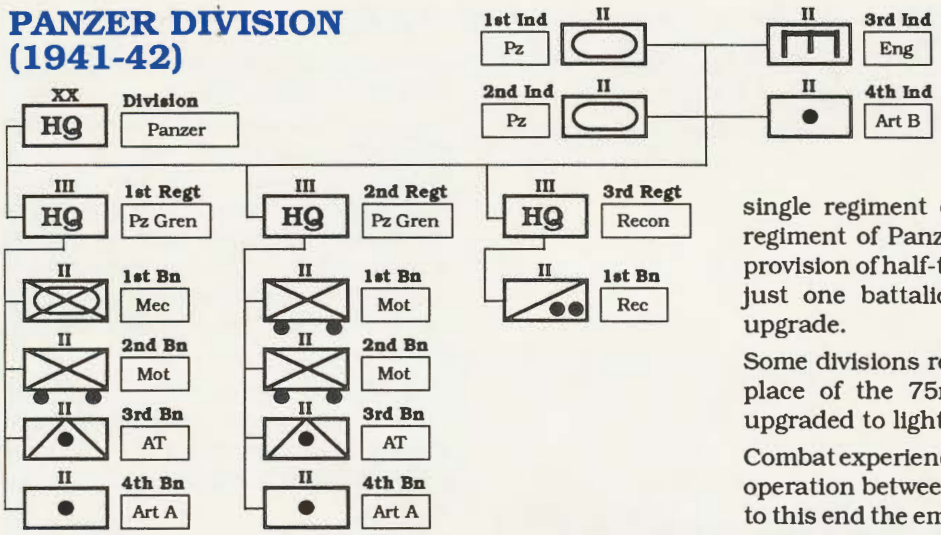
NOTES

Toward the end of 1940, the Motorized division was restructured to provide for an increased number of divisions, in much the same way as the Panzer divisions were reorganized. The third infantry regiment was given up and a tank battalion added to the division's assets. The reconnaissance battalion was provided with more armoured cars and took on a role similar to the recon battalion in the Panzer divisions. The quantity of automatic weapons supplied also increased.

(a). When creating a Motorized regiment, two battalions should be given a range of 0 while the other should have a range of 1. This arrangement gives the regiment a heavy weapons bonus.

(b). In 1941 the tank battalion was equipped with Pz IIs or IIIs while in '42 the Pz II virtually disappeared and was replaced with either Pz IIIs or IVs.

PANZER DIVISION (1941-42)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Mot	Lorry	1	10	8	9	0 (1) (a)
Mec	HTrack	2	12	8	6	1
Recon	AC	6	16	7	9	0
Eng	Lorry	7	10	8	9	0
AT	75mm	9	10	4 (b)	9	1
	88mm	9	10	4 (b)	14	1
Pz (c)	Pz II	11	12	9	5	0
	Pz III	11	12	9	8	1
	Pz IV	11	12	9	11	1
Art A	105mm	13	10	4	10	8
Art B	150mm	13	10	4	12	10

NOTES

Prior to the invasion of Russia, Hitler decided that he needed twice as many Panzer divisions. He achieved this by the simple expedient of reducing the tank complement of the division to a single regiment of two battalions, about 190 tanks. One regiment of Panzer Grenadiers was upgraded through the provision of half-tracks although in practice this often meant just one battalion (or even one company!) received the upgrade.

Some divisions received the deadly 88mm anti-tank gun in place of the 75mm gun. The recon battalion has been upgraded to light armoured cars.

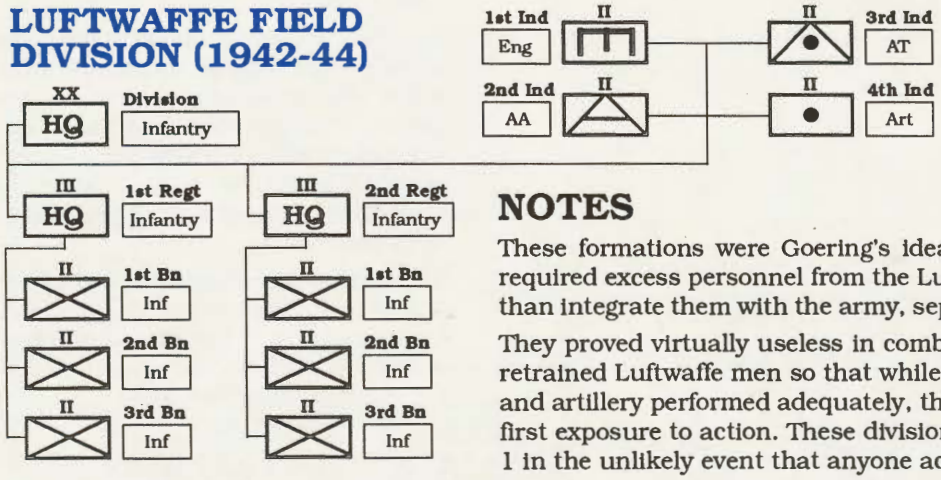
Combat experience had shown the vital necessity for close co-operation between tanks and their supporting infantry, and to this end the employment of tanks gradually changed. This is best expressed by showing the two battalions of the Panzer regiment as division assets which can be used with either of the Panzer Grenadier regiments or attached to the recon battalion (now a separate regiment) for pure armour operations.

(a). When creating a Panzer Grenadier regiment, one battalion should be given a range of 0 while the other should have a range of 1. This arrangement gives the regiment a heavy weapons bonus. This does not apply to a regiment with a mechanized battalion.

(b). The anti-tank battalion has been split into two half-battalions and stationed permanently with the Panzer Grenadier regiments.

(c). In the early period, one tank battalion had Pz IIs while the other had Pz IIIs. Later this changed to one with Pz IIIs and the other with Pz IVs.

LUFTWAFFE FIELD DIVISION (1942-44)



NOTES

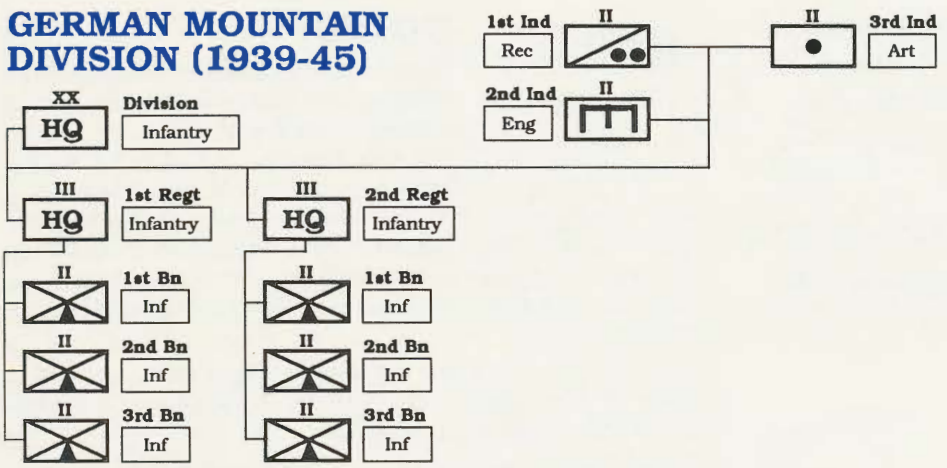
These formations were Goering's idea and came about from a directive which required excess personnel from the Luftwaffe to be drafted into the army. Rather than integrate them with the army, separate Luftwaffe field divisions were raised.

They proved virtually useless in combat. Just about all the officers were hastily retrained Luftwaffe men so that while the support formations such as engineers and artillery performed adequately, the infantry invariably disintegrated on their first exposure to action. These divisions should have an experience value of 0 or 1 in the unlikely event that anyone actually uses them in a scenario.

TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Inf	Leg	0	5	7	5	0
Eng	Leg	7	6	5	9	0
AA	88mm	8	10	4	9	1
AT	75mm	9	10	4	14	1
Art	105mm	13	5	11	10	8

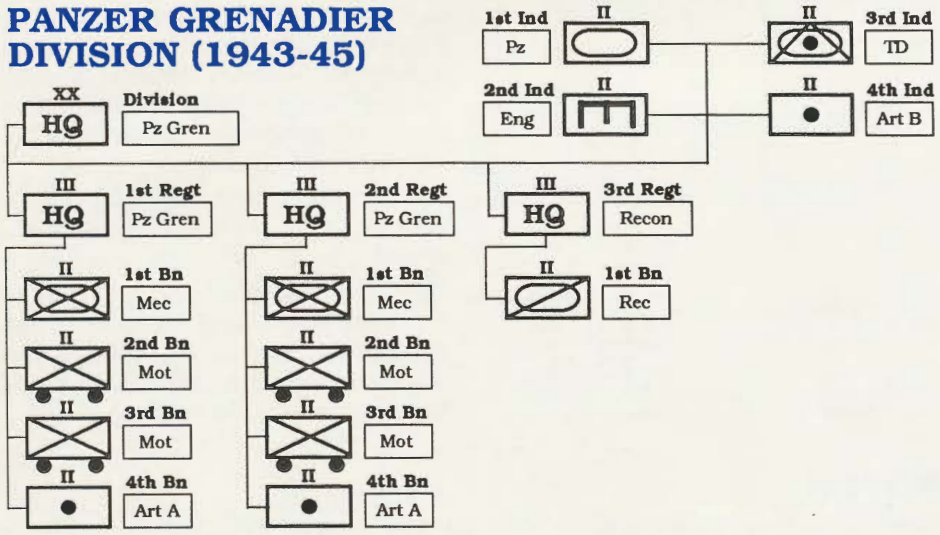
The infantry was organized in two regiments of three battalions of 670 men. Supporting units were much the same as other infantry divisions, although on a reduced scale, and a small flak battalion was usually attached. There were no 150mm Howitzers. The recon battalion had virtually disappeared.

GERMAN MOUNTAIN DIVISION (1939-45)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Inf	Leg	0	8	11	11	0 (1) (a)
Recon	Leg	6	8	7	9	0
Eng	Leg	7	8	13	10	0
Art	75 mm	13	8	6	7	6

PANZER GRENADIER DIVISION (1943-45)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Mot	Lorry	1	10	10	9	0
Mec	HTrack	2	12	10	6	1
Eng	Lorry	7	10	8	9	0
AT	75mm	9	10	9	9	1
TD	StuG III	10	12	9	8	1
Recon	Sd 234	11	16	8	5	0
Pz (a)	Pz III	11	12	8	8	1
	Pz IV	11	12	8	11	1
	Pz V	11	12	8	14	1
Art A	105mm	13	10	4	10	8
Art B	150mm	13	10	4	12	10

NOTES

These units were designed to operate in difficult terrain and to this purpose most of their firepower was contained within the infantry formations. These divisions operated with two infantry regiments, not the usual three. The recon and engineer battalions were full-sized units but there was no anti-tank battalion and the supporting artillery was reduced to a regiment of 75mm Howitzers.

This worked fine in the mountainous terrain they were designed for but caused problems when the divisions were pushed into service in open country.

Infantry battalion strength was 880 while the engineer battalion strength of 1050 was the largest of any engineer battalion in the German Army. In late 1943, the division's manpower was reduced by 20% though firepower was unaffected.

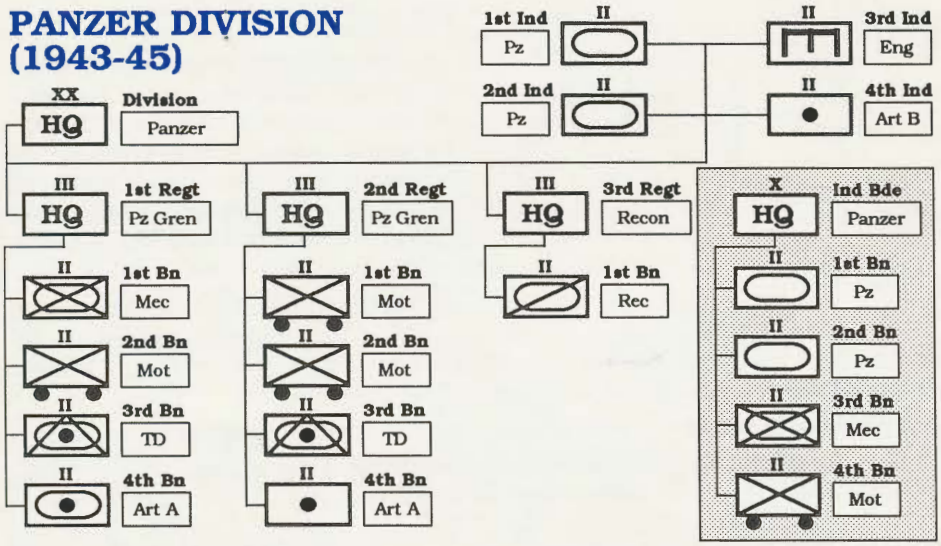
(a). When creating an infantry regiment, two battalions should be given a range of 0 while the third should have a range of 1. This arrangement gives the regiment a heavy weapons bonus.

NOTES

In 1943, all Motorized divisions were redesignated Panzer Grenadier divisions and had their equipment upgraded. One battalion from each regiment received half-tracks (or was supposed to) and the towed anti-tank guns were often replaced with self-propelled tank destroyers.

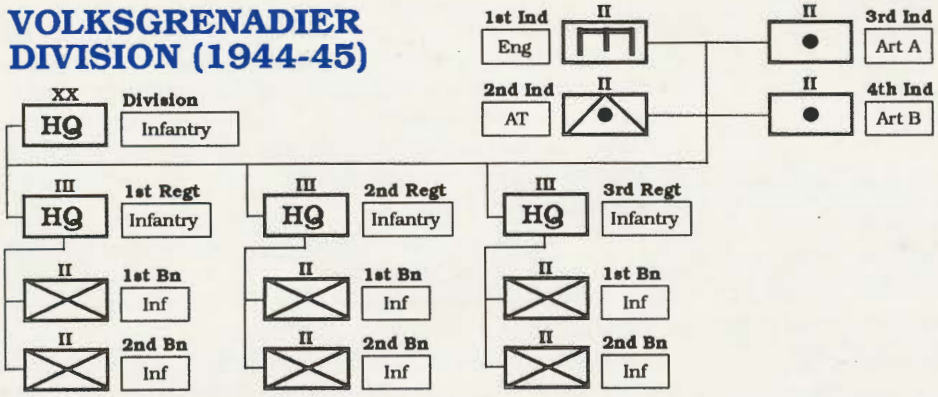
(a). The equipment available to the tank battalion depended upon the time and circumstances. Pz IIIs were uncommon after 1943, while Pz Vs became increasing common from mid-1944.

PANZER DIVISION (1943-45)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Mot	Lorry	1	10	7	9	0 (1) (a)
Mec	HTrack	2	12	7	6	1
Eng	Lorry	7	10	6	9	0
AT	75mm	9	10	4 (b)	9	1
	88mm	9	10	4 (b)	14	1
TD	StuG III	10	12	4 (b)	8	1
Recon	Sd 234	11	16	8	5	0
Pz (c)	Pz III	11	12	8	8	1
	Pz IV	11	12	8	11	1
	Pz V	11	12	8	14	1
Art A (d)	105mm	13	10	4	10	8
	Vespe	13	12	4	10	7
Art B	150mm	13	10	4	12	10

VOLKSGRENADIER DIVISION (1944-45)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Inf	Leg	0	6	7	7	0 (1) a
Eng	Leg	7	6	5	9	0
AT	75mm	9	10	5	9	1
	Stug III	10	12	5	8	1
Art A	75mm	13	5	8	7	6
	105mm	13	5	8	10	8
Art B	150mm	13	5	4	12	10

NOTES

The tank strength continued to decline, the official strength being 165 in 1943 although very few divisions ever actually had that many tanks. The recon battalion has been strengthened and provided with heavier armoured cars and was often used in an assault role.

At this time, several independent tank brigades began to appear as a "quick fix" solution to Germany's critical tank shortage. They typically consisted of one tank and one motorized regiment with no support units.

(a). When creating a Panzer Grenadier regiment, one battalion should be given a range of 0 while the other should have a range of 1. This arrangement gives the regiment a heavy weapons bonus. This does not apply to a regiment with a mechanized battalion.

(b). The anti-tank (or tank destroyer) battalion has been split into two half-battalions and stationed permanently with the Panzer Grenadier regiments.

(c). In the early period, one tank battalion had Pz IIIs while the other had Pz IVs. Later this changed to one with Pz IVs and the other with Pz Vs.

(d). Some divisions were provided with self-propelled 105mm artillery.

NOTES

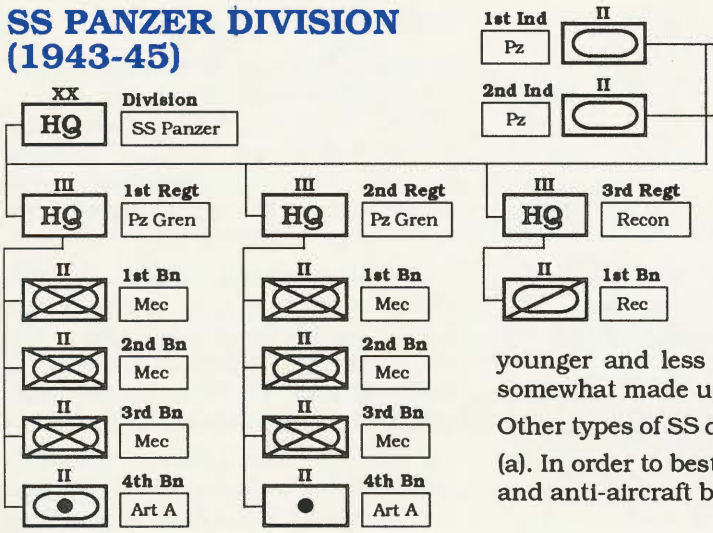
The Volksgrenadier division was a last-ditch attempt to put increased manpower into the field to stem the Allied advances on both fronts. The generally inadequate training of these divisions further reduced their effectiveness.

Infantry battalion strength has been reduced to 640 men. The extra provision of automatic weapons has been more than offset by the reduction of heavy weapons available to the unit.

(a). When creating an infantry regiment, one battalion should be given a range of 0 while the other should have a range of 1. This arrangement gives the regiment a heavy weapons bonus. Not all Volksgrenadier units were experienced enough to be entitled to this bonus. Take each case as it comes.

(b). Some divisions had more assault guns than towed anti-tank guns and these should be rated as tank destroyer battalions as suggested in the division's data table.

SS PANZER DIVISION (1943-45)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Mec (a)	HTrack	2	12	12	9	0 (1) (b)
Eng	Lorry	7	12	9	10	0
Recon	Sd 234	11	16	10	7	0
Pz (c)	Pz IV	11	12	10	11	1
	Pz V	11	12	10	14	1
	Pz VI	11	10	10	15	1
Art A (d)	105mm	13	10	4	10	8
	Vespe	13	12	6	10	7
Art B	150mm	13	10	6	12	10

NOTES

SS (Schutzstaffel) military formations were the brain-child of Heinrich Himmler. About 40 SS divisions were formed in the course of the war and seven of these were panzer divisions. They were stronger than army panzer divisions, having three battalions per Pz Gren regiment. Furthermore, these battalions were all mechanized (or supposed to be).

In general they received the best equipment and in times of shortage had first priority. Their officers were generally younger and less well-trained than their army counterparts though this was somewhat made up for by the fanaticism of the rank and file.

Other types of SS divisions were pretty much the same as their army equivalents.

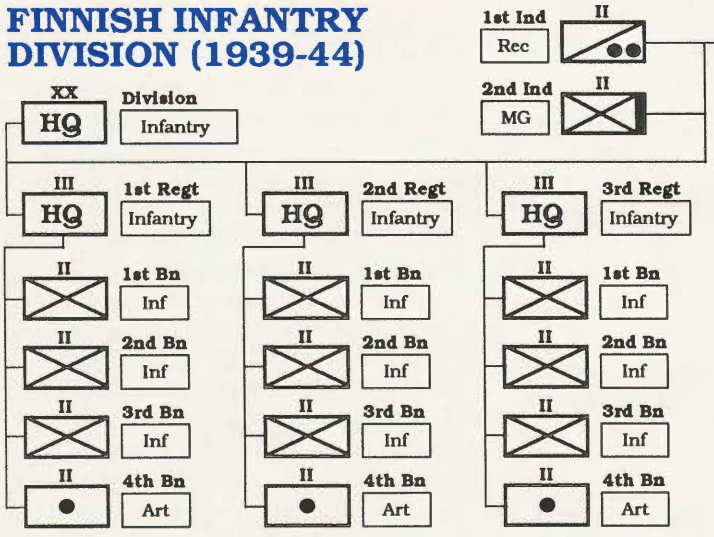
(a). In order to best represent the fighting structure of this division, the anti-tank and anti-aircraft battalions have been factored into the Pz Gren battalions.

(b). When creating a Panzer Grenadier regiment, two battalions should be given a range of 0 while the other should have a range of 1. This arrangement gives the regiment a heavy weapons bonus.

(c). In the last year of the war, some divisions were equipped with a battalion of heavy Tiger tanks.

(d). Some divisions were provided with self-propelled 105mm artillery such as the Vespe.

FINNISH INFANTRY DIVISION (1939-44)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Inf	Leg	0	6	12	7	0 (1) a
MG	Mixed	4	6	9	13	1
Rec	Cycle	6	14	9	6	0
Art	77mm	13	4	3	6	6
	122mm	13	4	6	9	8

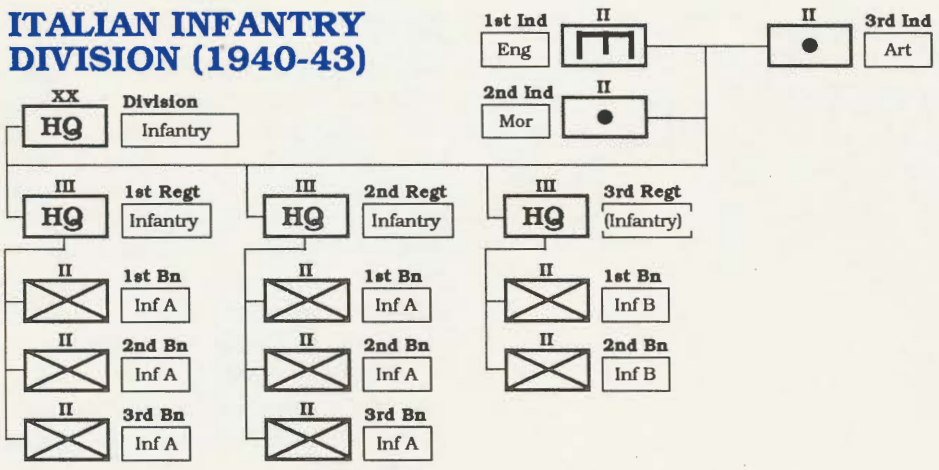
NOTES

Finnish Infantry divisions were modelled along much the same lines as contemporary European formations. Each division had a nominal strength of 14,500 though field strength seldom exceeded 11,000. An acute shortage of armour, anti-tank guns and modern artillery was somewhat compensated for by very experienced and capable officers and NCOs. The Finnish army included numerous smaller units such as infantry brigades, ski and machine-gun battalions and some obsolete Vickers and Renault tankettes.

By 1944, the Finnish army had been largely re-equipped with a variety of captured and German weapons. A single armoured division was established in 1943 with an organization similiar to a German Panzer division. The 77mm gun was retired from service and replaced with Soviet 122mm and German 105mm weapons. 1944 divisions should have an anti-tank battalion added, equipped with Soviet 45mm AT guns.

(a). When creating an infantry regiment, two battalions should be given a range of 0 while the third should have a range of 1. This arrangement gives the regiment a heavy weapons bonus.

ITALIAN INFANTRY DIVISION (1940-43)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Inf A	Leg	0	6	10	4-7 (a)	0
Inf B	Leg	0	6	6	5	0
Eng	Leg	7	6	6	8	0
Mor	81mm	13	4	3	6	3
Art	Mxd (b)	13	4	8	7	6

NOTES

Throughout the war the Italian Army suffered from chronic shortages of all types of equipment and specialized personnel. In North Africa, it was not uncommon to find infantry divisions with just 20% - 50% of their rostered mortar or anti-tank strength. In some instances, there were even insufficient small-arms to equip every soldier with a rifle!

A typical division consisted of two infantry regiments, each of 3,300 men. There were three battalions per regiment (870 ea.). The small 47mm anti-tank companies have been factored into the battalion strengths.

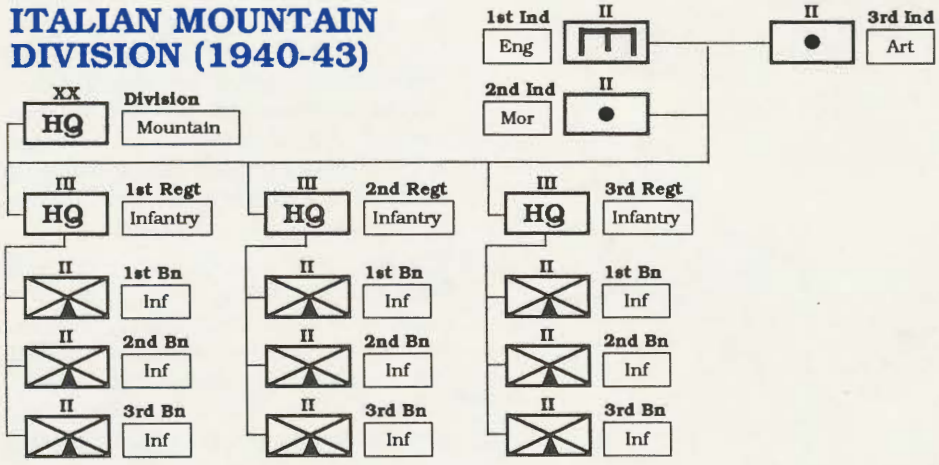
Some divisions also included a regiment of Black-Shirts, the Italian equivalent of German SS troops.

Most of the infantry division's transport was horse-drawn.

(a). A fully equipped infantry battalion should receive a rating of 7. In practice, the value was often less.

(b). The mixed artillery group includes 65mm guns and howitzers as well as some 100mm howitzers.

ITALIAN MOUNTAIN DIVISION (1940-43)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Inf	Leg	0	7	10	7	0 (1) (a)
Recon	Leg	6	7	4	7	0
Eng	Leg	7	7	6	8	0
Mor	81mm	13	4	3	6	3
Art	65mm	13	4	3	6	5

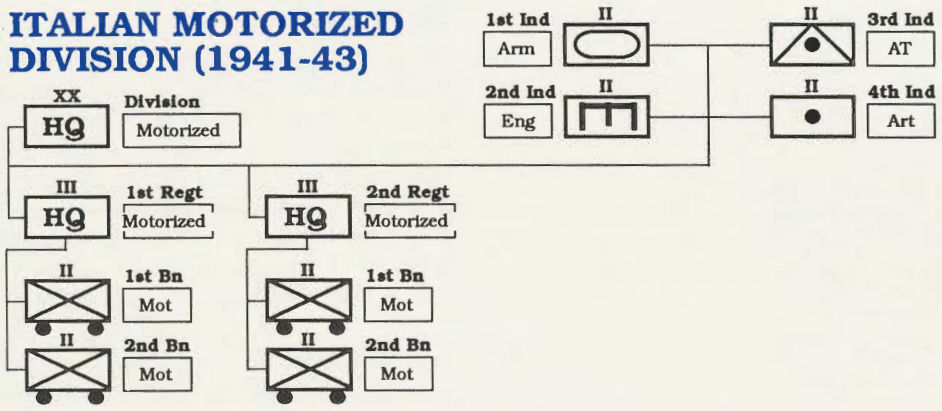
NOTES

The best of the Italian infantry divisions were the mountain divisions. These fought fairly well in southern Russia in 1941-42. There were three infantry regiments in the division of the same strength as a standard infantry division. There were fewer anti-tank guns, compensated for by an increase in the number of automatic weapons.

Artillery was restricted to mortars and a light-weight version of the 65mm Howitzer.

(a). When creating an infantry regiment, two battalions should be given a range of 0 while the third should have a range of 1. This arrangement gives the regiment a heavy weapons bonus.

ITALIAN MOTORIZED DIVISION (1941-43)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Mot	Lorry	1	10	14	6	0 (1) (a)
Eng	Lorry	7	10	6	7	0
AT	Mxd (b)	9	10	6	4	0
Arm	M/11	11	12	6	1	0
Art	Mxd (c)	13	10	8	7	6

NOTES

Italian motorized divisions were essentially an infantry division equipped with trucks and a few light tanks. There were only two battalions per regiment although these battalions were larger and supposedly provided with more heavy machine guns and mortars.

Firepower was relatively weak and the ordnance of these units was often supplemented by German weapons for operations in North Africa.

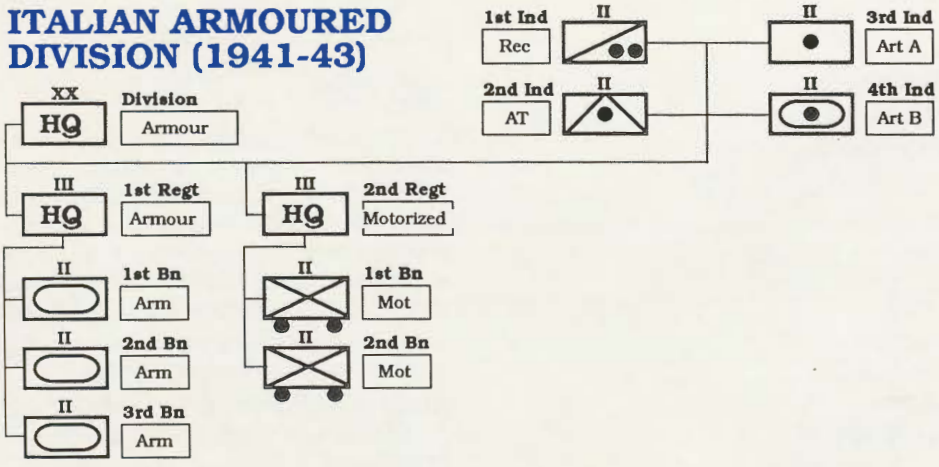
The M/11 infantry support light tank proved virtually useless, even against British tanks!

(a). When creating a motorized regiment, one battalion should be given a range of 0 while the other should have a range of 1. This arrangement gives the regiment a heavy weapons bonus.

(b). The anti-tank battalion was a mixture of 47mm AT guns and 20mm AA guns.

(c). The towed artillery was a mixture of 75mm guns or howitzers and 105mm howitzers.

ITALIAN ARMOURED DIVISION (1941-43)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Mot	Lorry	1	10	10	6	0 (1) (a)
Recon	AB/40	6	16	7	4	0
AT	Mxd (b)	9	10	4	4	0
Arm	M/13-40	11	12	6	3	0
	M/13-41	11	12	6	4	0
Art A	Mxd (c)	13	10	6	8	6
Art B	S'vente	13	12	4	8	6

NOTES

During the war, the Italian Army fielded three armoured divisions. All served in North Africa and all were destroyed there. These were small divisions (about 7,500 men at full strength) and primarily designed for an infantry support role. Engineer and anti-tank support was reduced and the armour and infantry elements were not trained in combined arms operations.

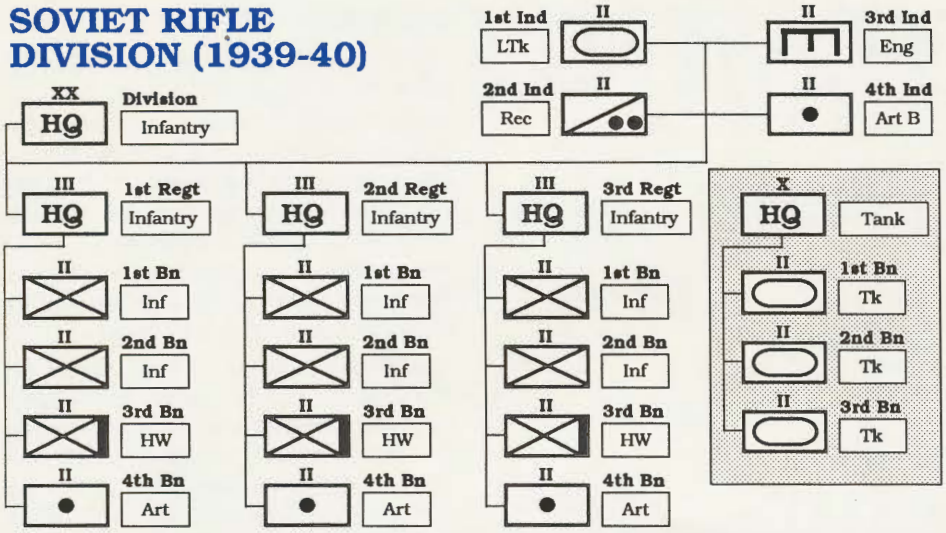
The M/13-40 and -41 medium tanks were out-gunned by their Allied opponents. The engineer company has been included in the reconnaissance battalion. The self-propelled artillery was a mixture of 75mm howitzers and 90mm AT guns, both carried on M/13 chassis.

(a). When creating a motorized regiment, one battalion should be given a range of 0 while the other should have a range of 1. This arrangement gives the regiment a heavy weapons bonus.

(b). The anti-tank battalion was a mixture of 47mm AT guns and 20mm AA guns.

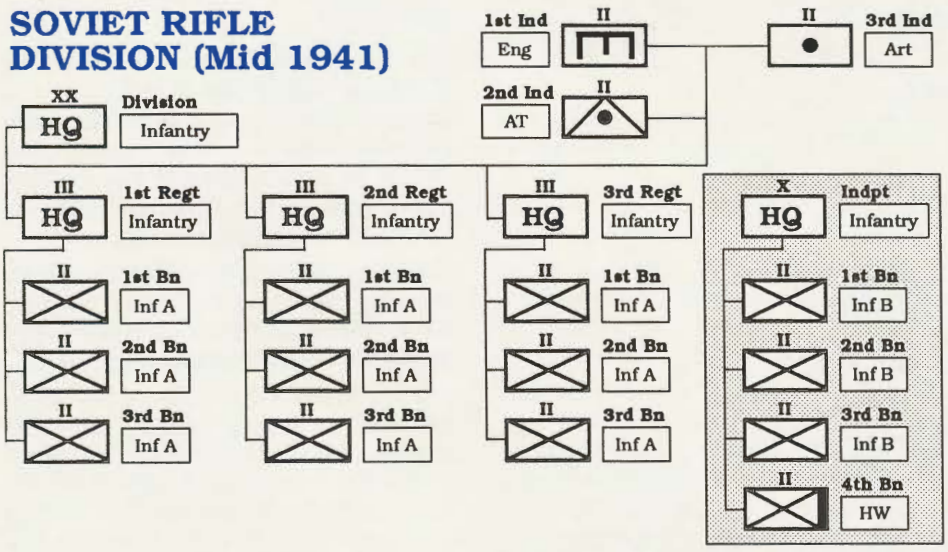
(c). The towed artillery was a mixture of 75mm guns or howitzers and 105mm howitzers.

SOVIET RIFLE DIVISION (1939-40)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Inf	Leg	0	6	15	9	0
HW	Mxd (a)	4	6	15	11	2
Recon	Cycle	6	12	8	5	0
Eng	Leg	7	6	12	10	0
LTk	T-26	11	12	6	4	0
Tk	T-28	11	12	9	5	0
	BT	11	12	9	6	1
Art A	76mm	13	4	4	7	4 (b)
Art B	Mxd (c)	13	3	9	9	5 (c)

SOVIET RIFLE DIVISION (Mid 1941)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Inf A	Leg	0	6	10	10	0 (1) (a)
Inf B	Leg	0	6	12	11	0
HW	Mxd (b)	4	5	9	11	2
Eng	Leg	6	6	4	10	0
AT	45mm	9	5	4	5	0
Art	Mxd (c)	13	4	10	7	3 (d)

NOTES

The 1939 Soviet Rifle division was a very large formation, well equipped and provided with all the support units necessary for just about any situation. Official strength was over 18,000 men although field strengths were usually somewhat lower.

The problem the Soviet High Command faced at this time was a critical shortage of experienced officers. The brutal purges of 1936-38 had eliminated some 70% of Soviet officers above the rank of Major and as a consequence the quality of leadership slumped to an abysmal level.

The Tank brigade shown here is typical of Soviet armour formations prior to 1942.

(a). The mixed heavy weapons include mortars, anti-tank guns and regimental artillery pieces.

(b). The short range reflects the Soviet reliance on direct sighting for most divisional guns.

(c). The mixed artillery battalion includes 122mm and 152mm howitzers.

NOTES

The Russians were in the process of reorganizing their infantry formations when the Germans invaded in June 1941. Size has been reduced considerably (about 10,500 men) with most of the loss coming from the division's specialized personnel.

Infantry firepower has been considerably increased by the generous provision of automatic weapons.

Also appearing were a large number of independent infantry brigades, even simpler structures with little artillery or other specialized personnel.

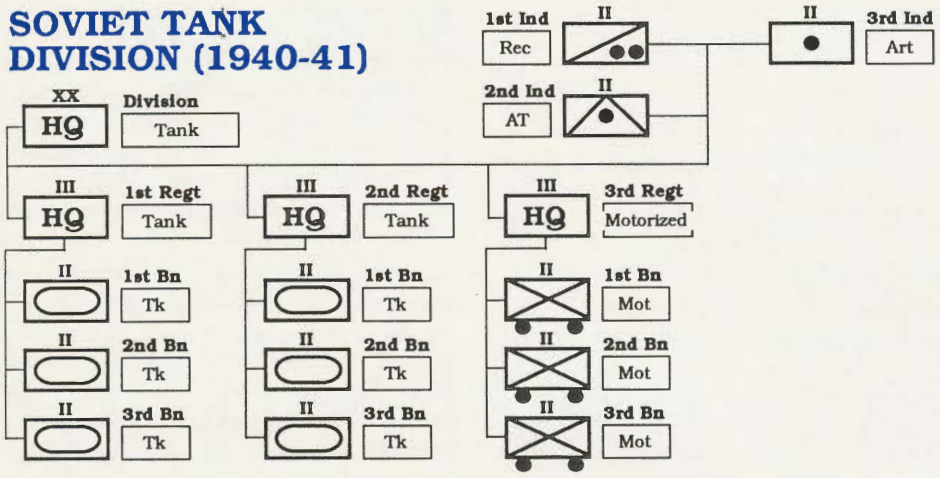
(a). When creating an infantry regiment, two battalions should be given a range of 0 while the third should have a range of 1. This arrangement gives the regiment a heavy weapons bonus.

(b). The mixed heavy weapons include 120mm mortars, anti-tank rifles and guns and a few 76mm artillery pieces.

(c). The mixed artillery battalion includes 76mm and 122mm howitzers.

(d). The short range reflects the Soviet reliance on direct sighting for most divisional guns.

SOVIET TANK DIVISION (1940-41)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Mot	Lorry	1	10	10	9	0 (1) (a)
Recon	M'cycle	6	16	4	5	0
AT	45mm	9	10	4	5	0
Tk	T-28	11	12	9	5	0
	BT	11	12	9	6	1
	T-34/76	11	12	9	9	1
Art	76mm	13	10	6	6	3 (b)

NOTES

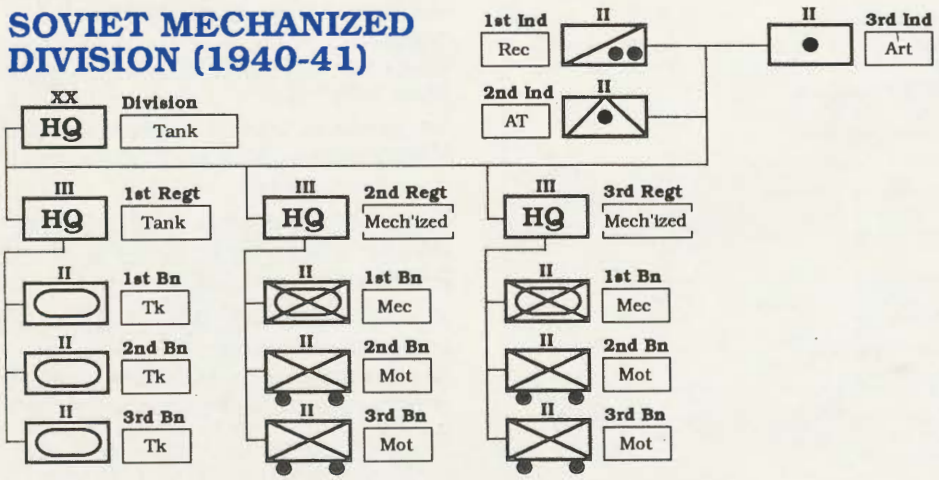
The Soviet tank divisions which faced the German invasion in 1941 were ill-prepared for the task. Their organization did not allow for tank/infantry co-operation and the lack of adequate communications equipment further hampered their employment. The communications handicap is best represented by giving the division and its regiments a poor admin value.

The small number of T-34 tanks on hand in June 1941, were qualitatively superior to the Panzer Is and IIs used by Germany but they never had the chance prove themselves until the Soviets fielded better organized mobile formations.

(a). When creating a motorized regiment, two battalions should be given a range of 0 while the third should have a range of 1. This arrangement gives the regiment a heavy weapons bonus.

(b). The short range reflects the Soviet reliance on direct sighting for most divisional guns.

SOVIET MECHANIZED DIVISION (1940-41)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Mot	Lorry	1	10	10	9	0
Mec	H'Track	2	12	10	6	1
Recon	M'cycle	6	16	4	5	0
AT	45mm	9	10	4	5	0
Tk	T-28	11	12	9	5	0
	BT	11	12	9	6	1
Art	76mm	13	10	6	6	3 (a)

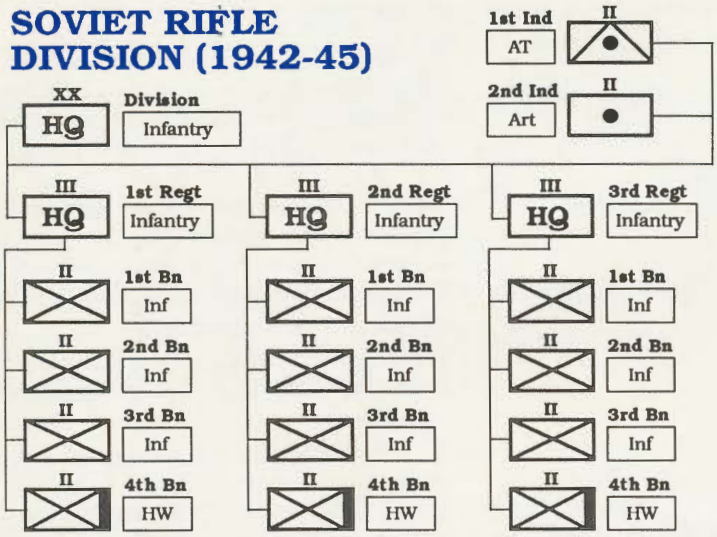
NOTES

The organization of Soviet mechanized divisions varied considerably at the onset of war with Germany. The number of half-tracks in service was insufficient to mechanize all the infantry battalions; some divisions had no mechanized battalions at all.

The same problem of inadequate tank/infantry co-operation also plagued these divisions. Most of them were wiped out in the first months of the war.

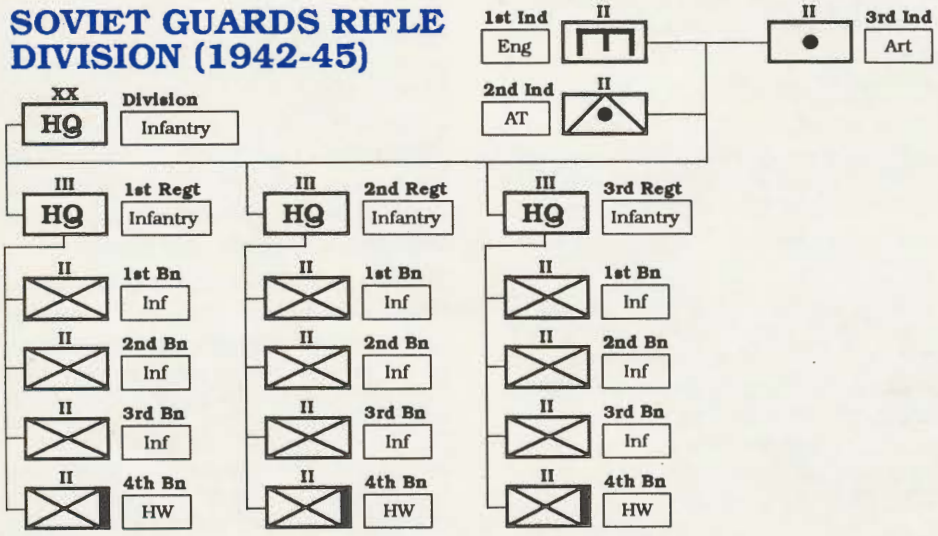
(a). The short range reflects the Soviet reliance on direct sighting for most divisional guns.

SOVIET RIFLE DIVISION (1942-45)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Inf	Leg	0	6	9	10	0
HW	Mxd (a)	4	5	8	10	2
AT	45mm	9	5	4	5	0
Art	Mxd (b)	13	4	8	7	3 (c)

SOVIET GUARDS RIFLE DIVISION (1942-45)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Inf	Leg	0	6	10	11	0
HW	Mxd (a)	4	5	9	11	2
Eng	Leg	7	6	4	10	0
AT	45mm	9	5	5	5	0
	76mm	9	5	5	8	1
Art	Mxd (b)	13	4	9	8	4 (c)

NOTES

The final development of the infantry division first appeared toward the end of 1942 and remained unchanged for the rest of the war. Total strength was just 9,600 men, less than half of the 1939 division, but most of these were at the sharp end! There were few rear area support troops or service units attached to the division. In every area except artillery, the division could produce superior firepower to any opponent.

Since the Russians did not feed replacements forward to divisions in the line, it was possible for the division to disintegrate after a few days hard fighting. When this happened, the remnants were withdrawn and either rebuilt or incorporated into a new unit.

This disintegration can be accurately simulated by making Soviet Infantry regiments brittle (see the WarPlan™ notes in any game manual), with a suggested brittleness level of 50%-70%.

(a). The mixed heavy weapons include 120mm mortars, anti-tank rifles and guns and regimental artillery pieces.

(b). The mixed artillery battalion includes 76mm and 122mm howitzers.

(c). The short range reflects the Soviet reliance on direct sighting for most divisional guns.

NOTES

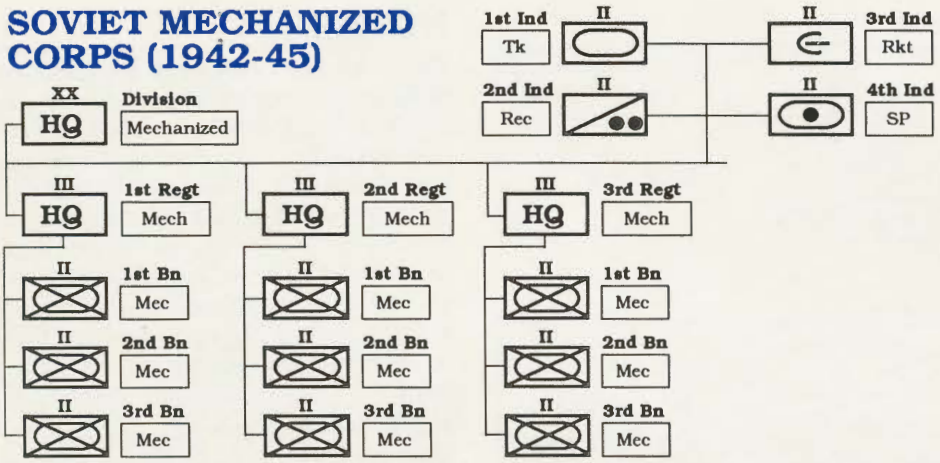
Divisions which performed well on the battlefield were awarded Guards status. In practice this meant larger regiments and better equipment. Overall, the fighting man-power increased by 15%-20% and and fire-power by 25%. In other respects, the division was pretty much the same as a standard division.

(a). The mixed heavy weapons include 120mm mortars, anti-tank rifles and guns and regimental artillery pieces.

(b). The mixed artillery battalion includes 76mm and 122mm howitzers.

(c). The short range reflects the Soviet reliance on direct sighting for most divisional guns.

SOVIET MECHANIZED CORPS (1942-45)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Mec	H'Track	2	12	12	8	0 (1) (a)
Recon	MC, AC	6	16	6	6	0
Tk	T-34/76	11	12	9	9	1
	T-34/85	11	12	9	12	1
SP	Mxd (b)	12	12	9	9	2
Rkt	Mxd (c)	13	10	8	9	3

NOTES

In late 1942, the first Soviet mechanized corps made its appearance on the battlefield. It fielded almost as many tanks as a tank corps and more infantry, all of it mounted in half-tracks. It was the most powerful of all the Soviet divisions, limited only by the usual absence of effective, indirect artillery. Guards mechanized corps usually had access to newer equipment.

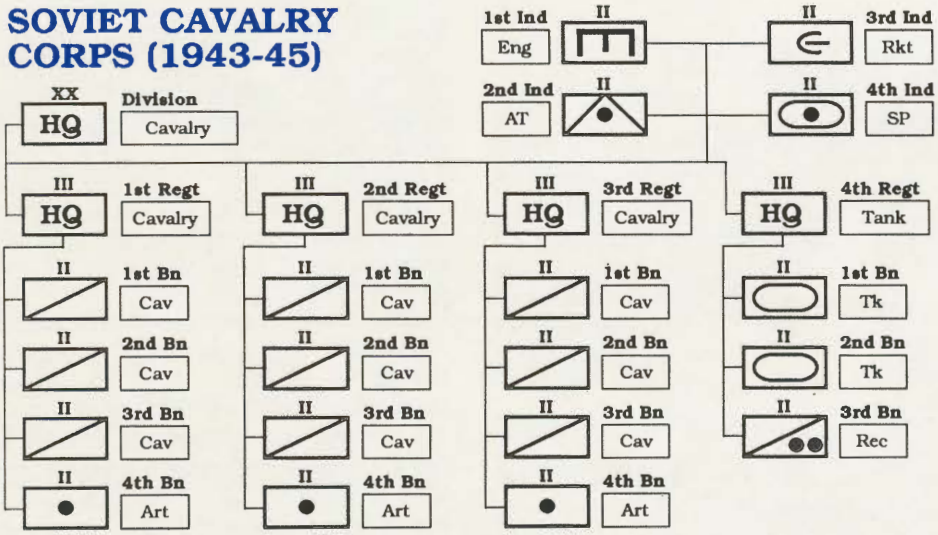
The engineer and anti-tank units have been factored into the mechanized battalions.

(a). When creating a mechanized regiment, two battalions should be given a range of 0 while the third should have a range of 1. This arrangement gives the regiment a heavy weapons bonus.

(b). The mixed assault gun battalion includes direct firing SU-85s, SU-122s and SU-152s.

(c). The mixed rocket battalion includes the 12.7mm rocket launcher (katushas) and the 120mm Mortar.

SOVIET CAVALRY CORPS (1943-45)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Cav	Horse	5	9	15	8	0 (1) (a)
Recon	M'cycle	6	16	4	4	0
AT	76mm	9	10	7	8	1
Tk	T-34/76	11	12	9	9	1
SP	SU-85	12	12	4	8	1
Rkt	Mxd (b)	13	10	8	10	3
Art	76mm	13	10	4	6	3 (c)

NOTES

The cavalry corps was composed of three small cavalry divisions and supporting troops making a total of almost 19,000 men; a size similar to the 1939 infantry division. An ad hoc tank brigade supported the corps. These units were used when the terrain was too difficult for the effective employment of tank or mechanized corps.

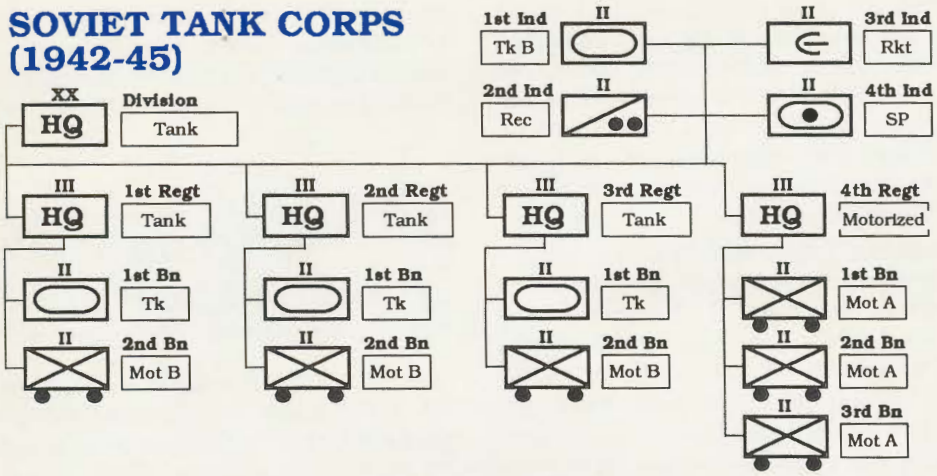
Toward the end of the war, a cavalry corps would be teemed with a mechanized corps to form a cavalry-mechanized group. These groups were particularly effective in the destruction of Army Group Centre in mid-1944.

(a). When creating a cavalry division, two regiments should be given a range of 0 while the third should have a range of 1. This arrangement gives the division a heavy weapons bonus.

(b). The mixed rocket battalion includes the 12.7mm rocket launcher (katushas) and the 120mm Mortar.

(c). The short range reflects the Soviet reliance on direct sighting for most divisional guns.

SOVIET TANK CORPS (1942-45)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Mot A	Lorry	1	10	9	10	0 (1) (a)
Mot B	Lorry	1	10	6	8	0
Recon	MC, AC	6	16	6	6	0
Tk A	BT	11	12	9	6	1
	T-34/76	11	12	9	9	1
	T-34/85	11	12	9	12	1
Tk B	KV	11	10	9	10	1
	JS I	11	12	9	13	1
	JS II	11	12	9	14	1
SP	Mxd (b)	12	12	9	9	2
Rkt	Mxd (c)	13	10	8	9	3

NOTES

Nominally a corps formation, this unit was comparable in size to its German counterpart, the Panzer division, and at least as well organized. It had more tanks, almost as many infantry, and more direct fire-power. Its major inadequacy was in the area of indirect firing artillery; basically, there wasn't any.

The small engineer battalion has been factored into the motorized battalions as have the 45mm and 76mm AT guns.

Guards Tank Corps were different only in that they had better equipment and newer tanks, including an attached heavy tank battalion. The deadly T-34/85 did not become generally available until 1944 and then only Guards units were assigned them.

(a). When creating a motorized regiment, two battalions should be given a range of 0 while the third should have a range of 1. This arrangement gives the regiment a heavy weapons bonus.

(b). The mixed assault gun battalion includes direct firing SU-85s, SU-122s and SU-152s.

(c). The mixed rocket battalion includes the 12.7mm rocket launcher (katushas) and the 120mm Mortar.

INDEPENDENT UNITS

TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
HW	SMGs	4	10	6	8	0
AA	Mxd (b)	8	10	15 (5) (a)	7	1
AT	76mm	9	10	15 (5) (a)	8	1
SP	SU-85	12	12	8	8	1
Mor	120mm	13	10	12	6	3
Rkt	Katusha	13	10	8	11	3
Art	76mm	13	10	12	6	5
	122mm	13	10	12	9	7
	152mm	13	10	12	11	10

NOTES

The Soviets employed a wide range of independent artillery, anti-tank and other supporting units. These were held at corps, army or front level and assigned to individual divisions when the need arose.

These included anti-tank and anti-air brigades, artillery brigades of all calibres, assault gun battalions and submachine gun battalions.

Note that the artillery formations are not tied to a direct firing role.

(a). Use the bracketed value when one regiment is employed. Use the full value if the whole brigade is employed.

(b). The mixed AA unit includes 37mm and 85mm anti-aircraft guns.

CHAMPIONS HILL
Continued from p.23

the "full-map" graphics either disabled or enabled.

Re-boot the program (this time with the "full-map" graphics enabled) and use the "full-map" WarPaint™ tool to build up the map. In other words, the "full-map" graphics are only graphic images and do not affect the play of the game.

A NOTE ON .LBM FILES

The .lbm files contain the graphic images. DPaint2™ from Electronic Arts can be used to manipulate the file. Up to 250 hexes can be created but DPaint2™ must be used to change the size of the .lbm file. To do this, use the 'Page Size' function to alter the height of the file.

The *Decisive Battles* program reads the size of the .lbm file on loading and adjusts the WarPaint™ values automatically. If you don't want to worry about manipulating .lbm files, choose a scenario with a 250-hex .lbm file as the template to build the new scenario on.

When saving an .lbm file, a temporary file is created first. When the temporary file is successfully saved the original is deleted and the temporary file renamed. This means there must be enough space on the current disk to hold the temporary file.

VARIANTS

1. Johnston Assumes Command. General Joseph E. Johnston was overall Theatre Commander for both Bragg's and Pemberton's Departments. Although President Davis (perhaps deliberately) never clarified the extent of his authority, presumably Johnston could assume local command from an Army Commander if the situation so warranted.

Certainly in the case of Pemberton, Johnston had ample reason to exercise this authority. In several instances Pemberton had either ignored Johnston's orders or inexcusably delayed in their execution.

The Battle of Champions Hill might never have been fought had Pemberton immediately concentrated his forces and marched to link up with Johnston. Instead he delayed by a full day's march in search of Grant's non-existent supply line back to Grand Gulf on the Mississippi River.

Assume Johnston takes command of Pemberton's Army with Pemberton as second-in command. Change the Army HQ data for the South to (Johnston) (Pemberton) (Army of) (Mississippi) (11,11) (0) (0) (0) (9) [The XRoads] (3) [To Vicksb'g] (10) (5) (3) (6).

2. Total Union Assault. Due to communications difficulties, the Union forces on the Middle and Raymond Roads were slow to come into action after the battle was joined (thus they are initially given defensive orders in the historical database). Assume all Union units are given offensive orders. Change the Corps 6 HQ (McClern'd) (17,12) (0) (0) (0) (9) [The XRoads] (3) [To Vicksb'g] (0) (10) (0) (2) (3) (2) (7).

3. Bowen Goes Into Action. Historically, Pemberton was sluggish in responding to the threat to his left flank and Stevenson's division suffered the consequences. Assume that Pemberton was more "on the ball" and give Bowen's crack division the Crossroads as a defensive objective.

PLAYERS' NOTES

Confederate. The Confederate player begins the game awkwardly deployed to withstand the impending Union assault. Your left flank is turned and there are few troops between the Federals and the vital bridge crossing Jackson Creek. Your best men are in Bowen's division and they are a long way from where you need them. Get them moving immediately. Leave Loring's division to handle McClernand's corps. A careful delaying action should prevent the Union from achieving much success in the south.

Union. You begin the game in an excellent position to rout Pemberton's army from the field. Use Logan's division to crush the small brigades of Stevenson's division and drive onto the Jackson Creek bridge. To be sure of winning, you must capture and hold it. Use the rest of McPherson's corps to kill the converging Rebel re-inforcements, especially Bowen's men. A lot of your men will die doing this, but Bowen cannot be allowed to stall the Union advance. ◆

LETTERS
Continued from p.31

nies will see that it is much better to put out a few games of high quality each year instead of knocking games out like there was no tomorrow. While I wish SSG would produce more games each year, I am content to know that when one of your games does come out, it will be worth the investment. I'm sure we have all purchased a game and found that the artwork on the box was better than the game inside. It is this type of thing that ends up hurting everybody. How about this for a new motto - "Less Games, Better Quality". Actually, I've stopped buying from my local software store. The selection is poor and so are the prices. Tevex was mentioned in the editorial and they are my source for computer games. I hope they continue to be an important part of SSG sales.

On a different subject, please say that you'll be making *Gold of the Americas* for the Apple IIe! Of the games you plan on releasing this year, that's the one I'm most interested in. Thanks a lot for the Saratoga scenario. Any plans for a full game covering that era? If not, I'd sure like to see more scenarios in future *Run 5s*. That leads me to another thought and that is problems that crop up in *Run 5* scenarios. I hate having to wait about three months before your errata comes out. After reading your editorial I can already guess the answer to my next question, but I'll ask anyway ... any chance of increasing publication of *Run 5*?

Thanks for listening and I hope you can answer some of the questions that I have asked. Also, thanks again for the editorial comments on your current situation. I look forward to seeing RTA someday. If not, I'll tell my future kids and grandkids to watch for it.

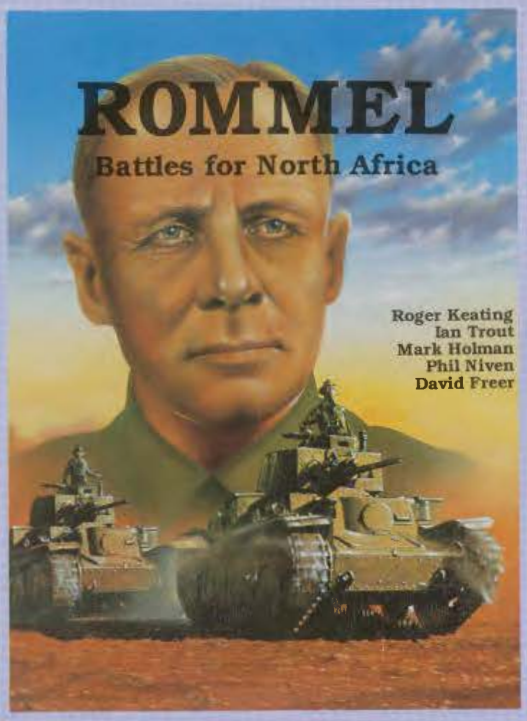
Michael Klassen,

Dinuba, Ca.

USA

Strategic Studies Group Presents

The Legend of the Desert Fox



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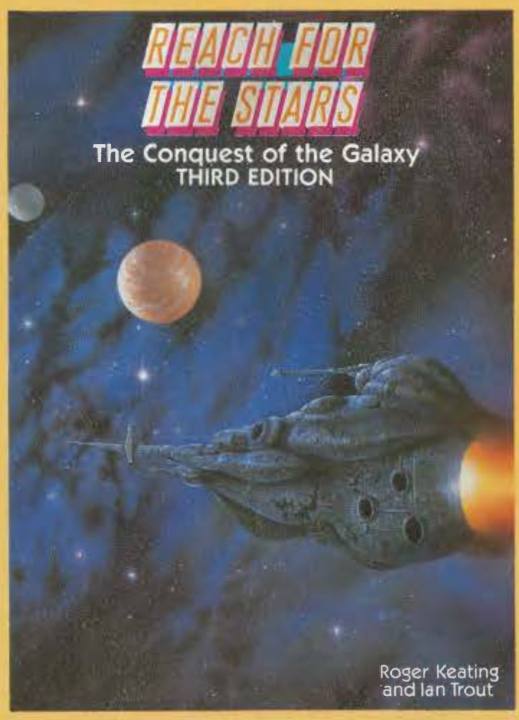

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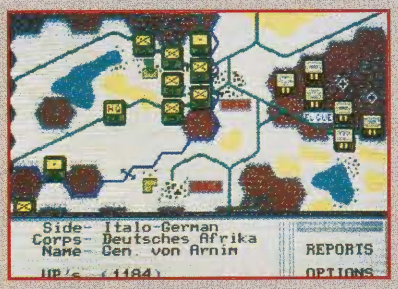

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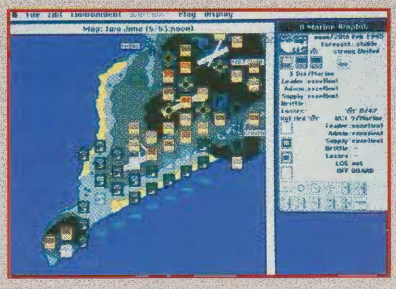

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